THE OFFICIAL GUIDE FROM NINTENDO POWER

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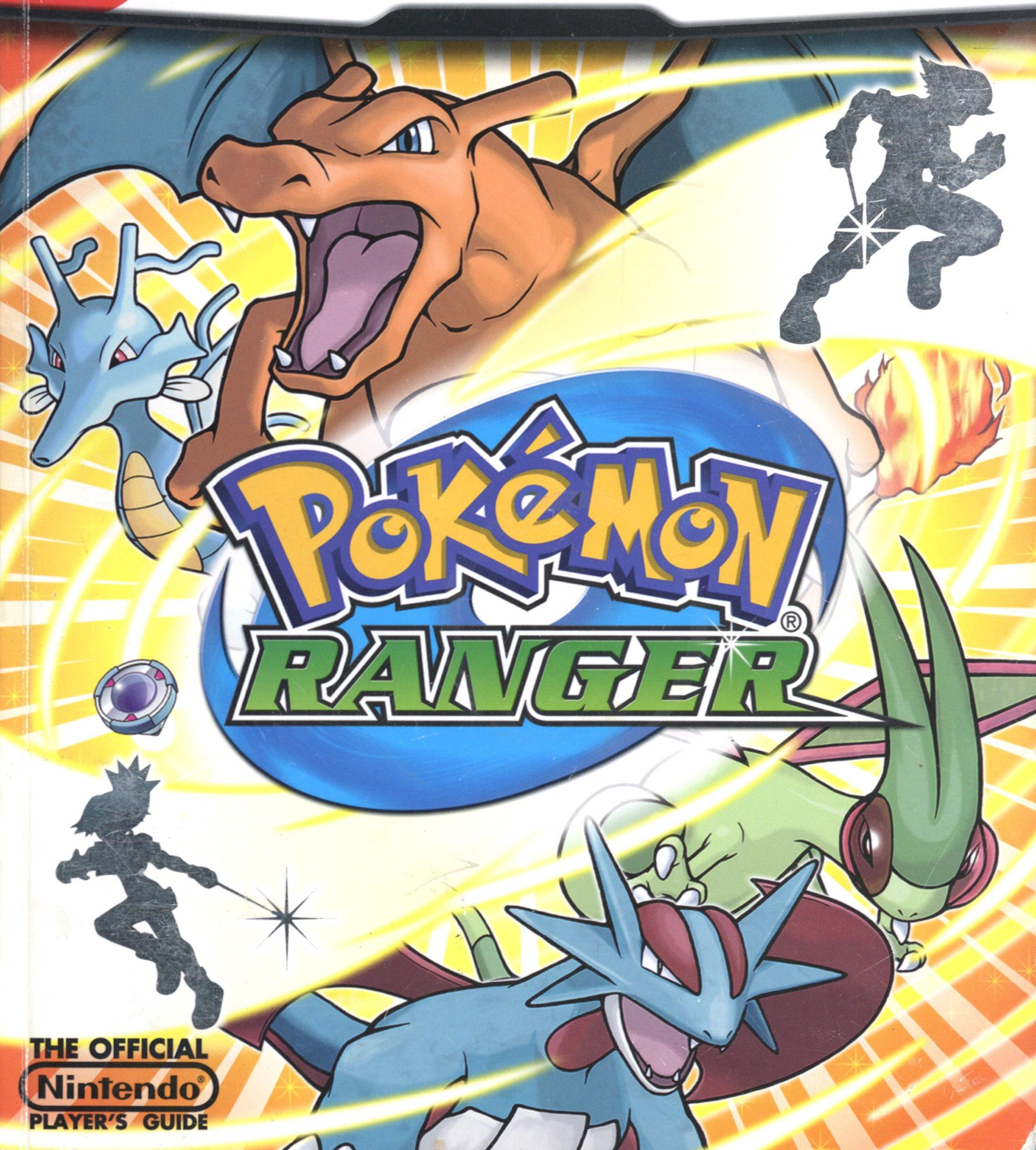
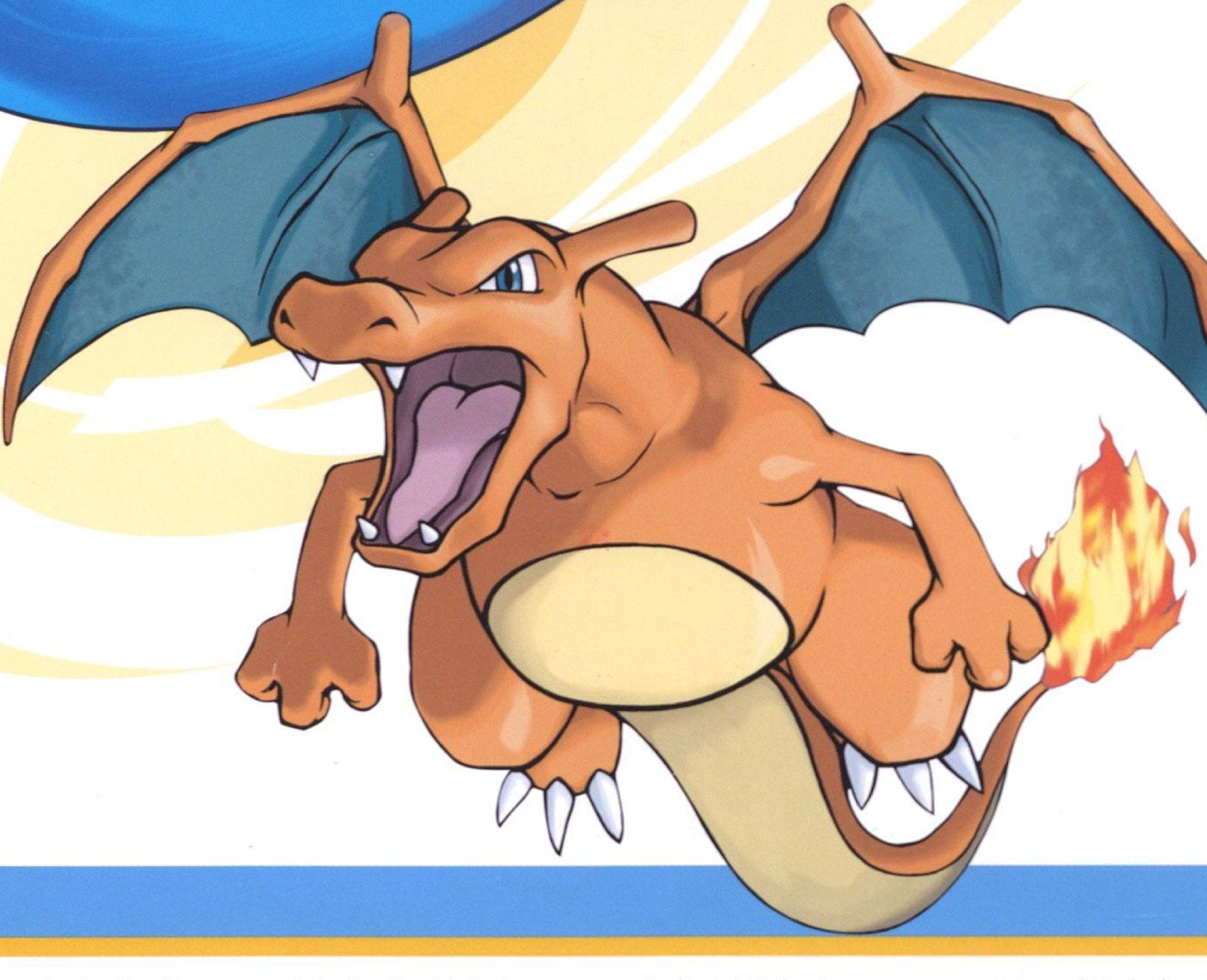


POKÉMON® RANGER

THE OFFICIAL
Nintendo®
PLAYER'S GUIDE

The Official Nintendo Player's Guide

POKÉMON RANGER



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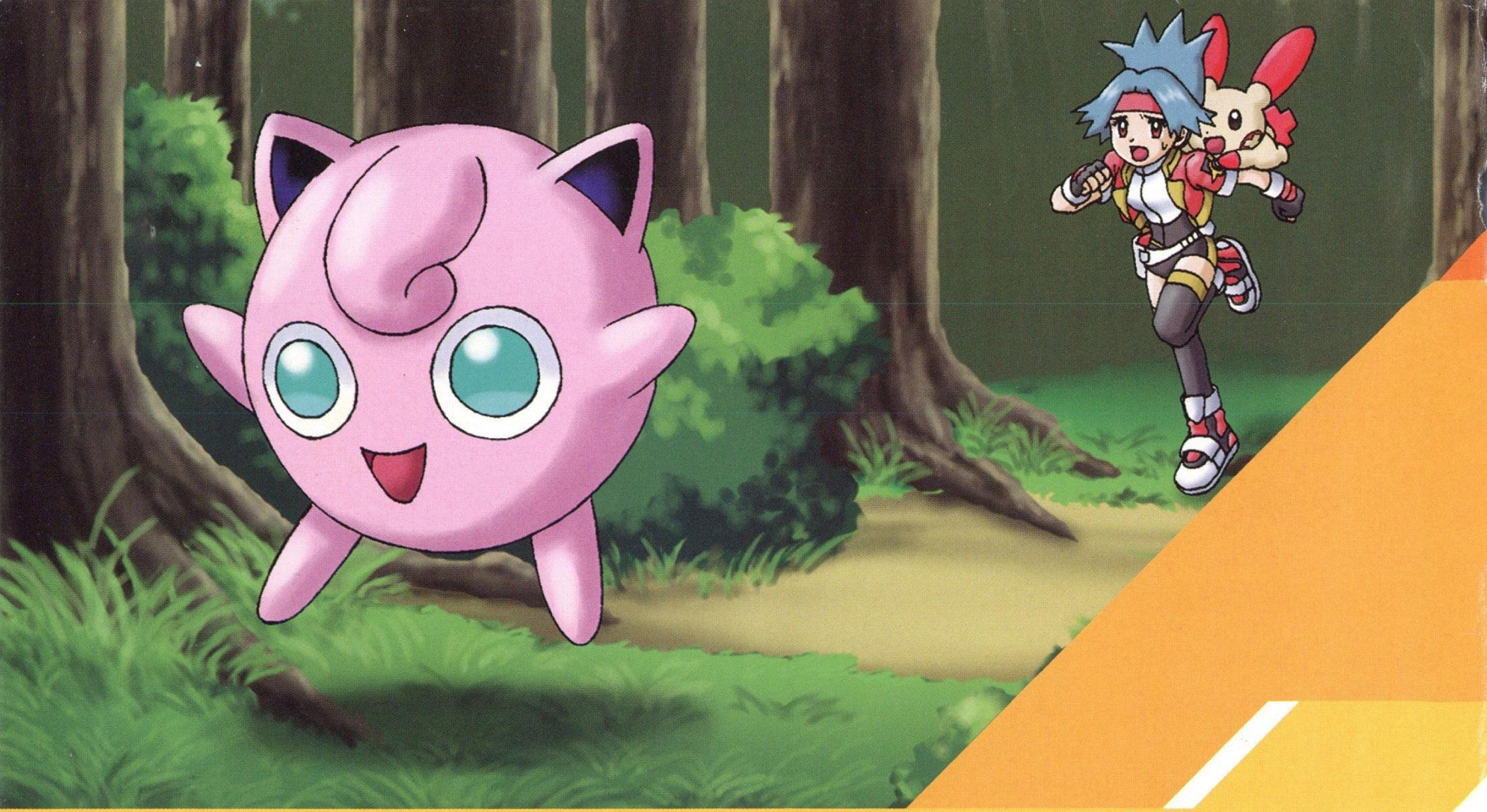
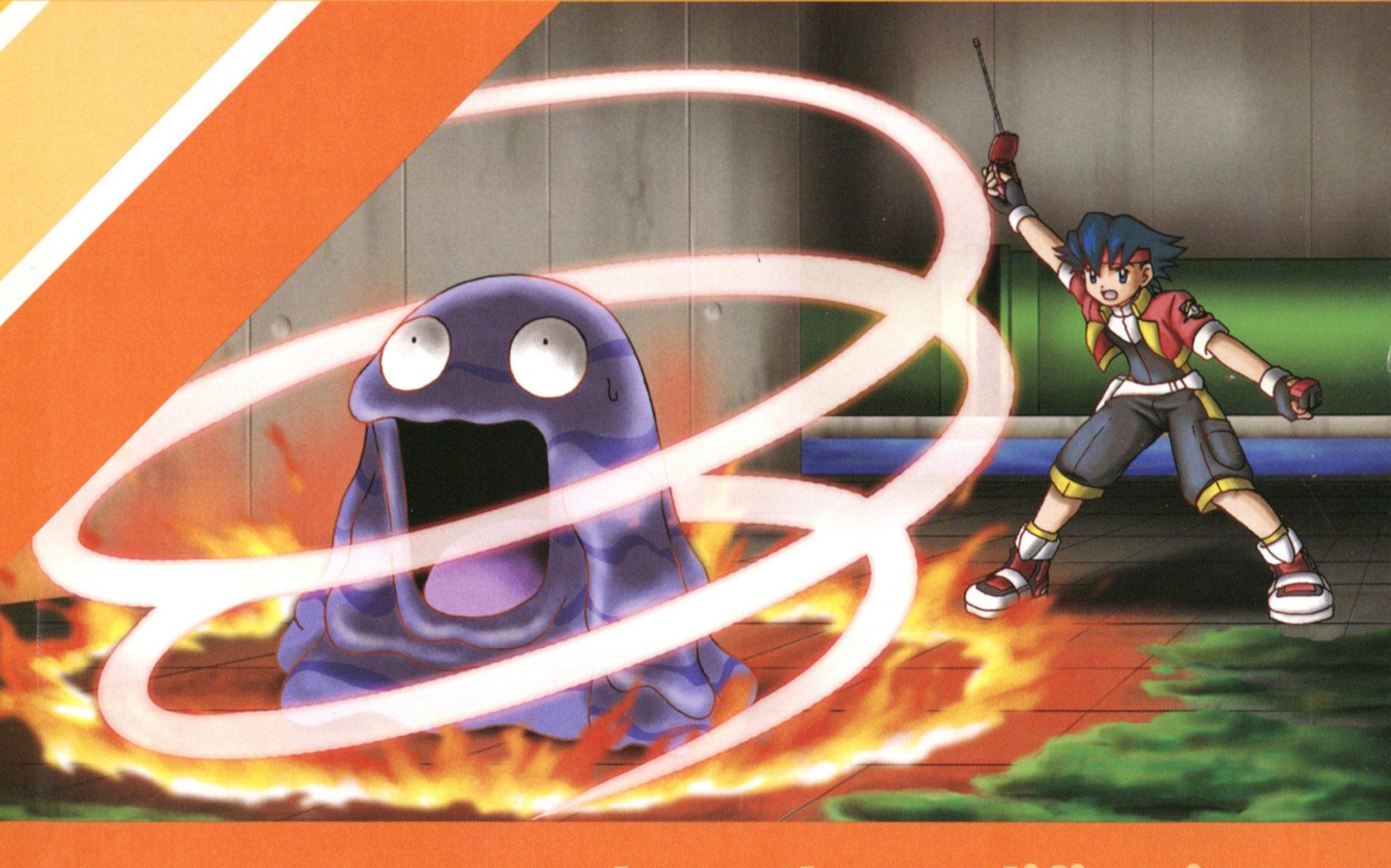


"Your desire to help people in need . . .



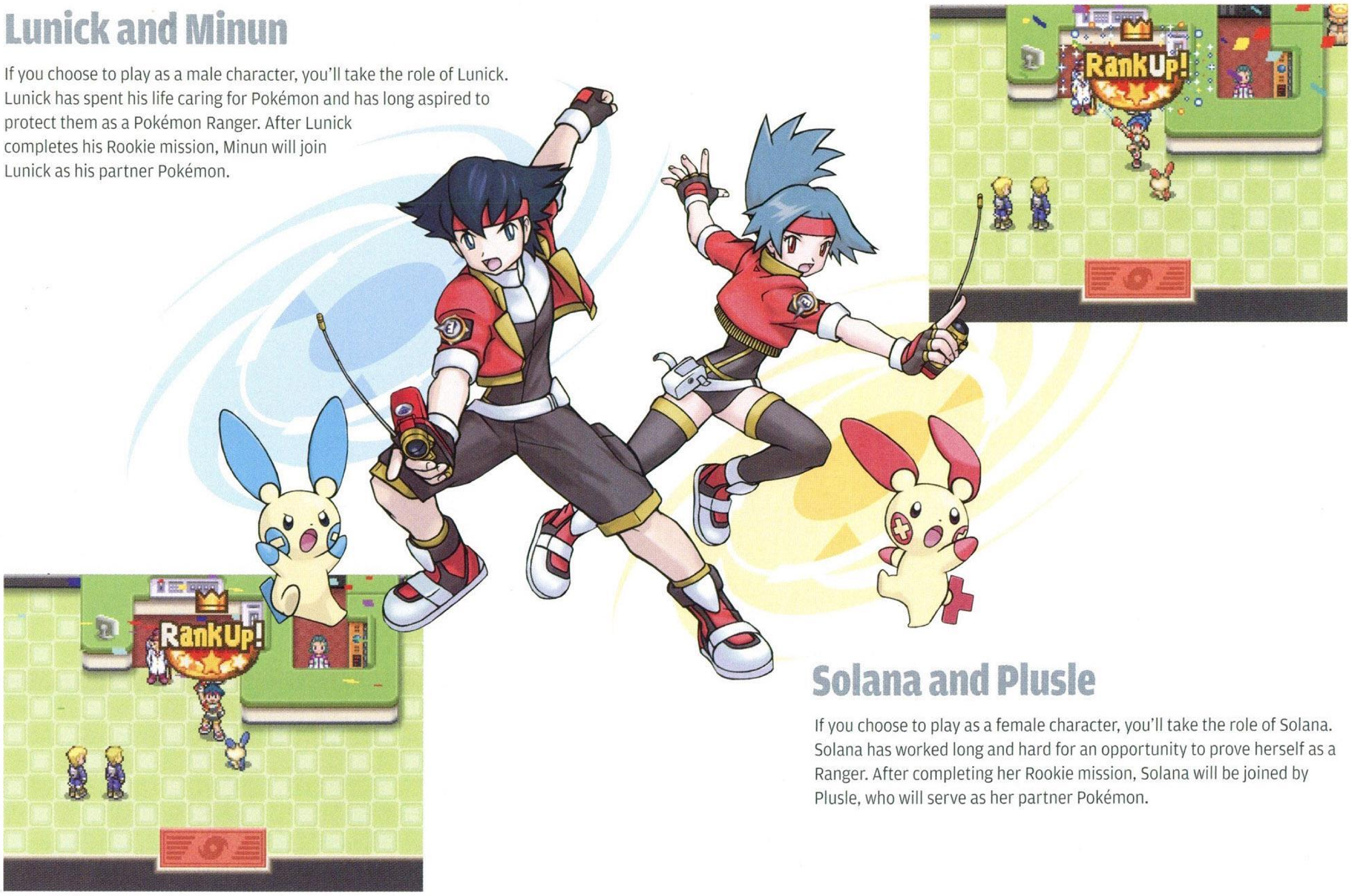
You have the qualifications to become a Pokémon Ranger . . .”

Meet the Rangers

The men and women of the Ranger Union are a strange and diverse bunch united by their love and respect for wild Pokémon.

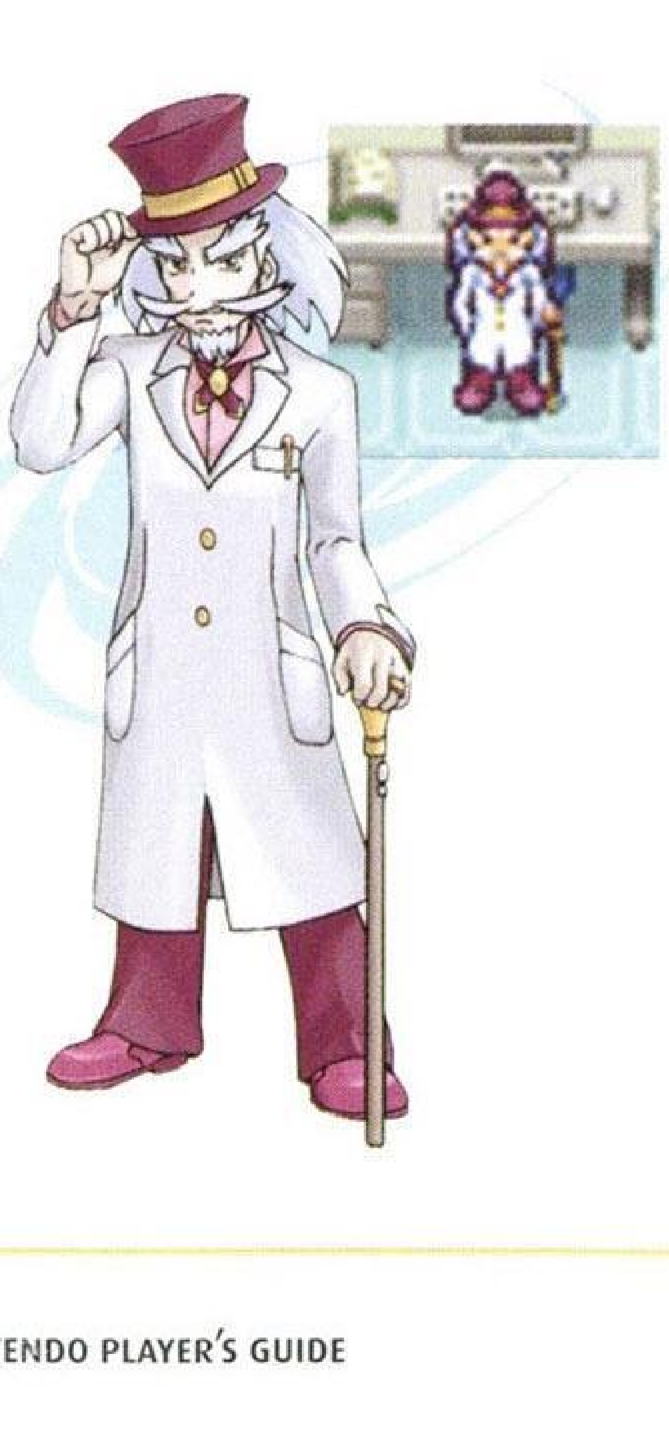
Lunick and Minun

If you choose to play as a male character, you'll take the role of Lunick. Lunick has spent his life caring for Pokémon and has long aspired to protect them as a Pokémon Ranger. After Lunick completes his Rookie mission, Minun will join Lunick as his partner Pokémon.


RankUp!
RankUp!

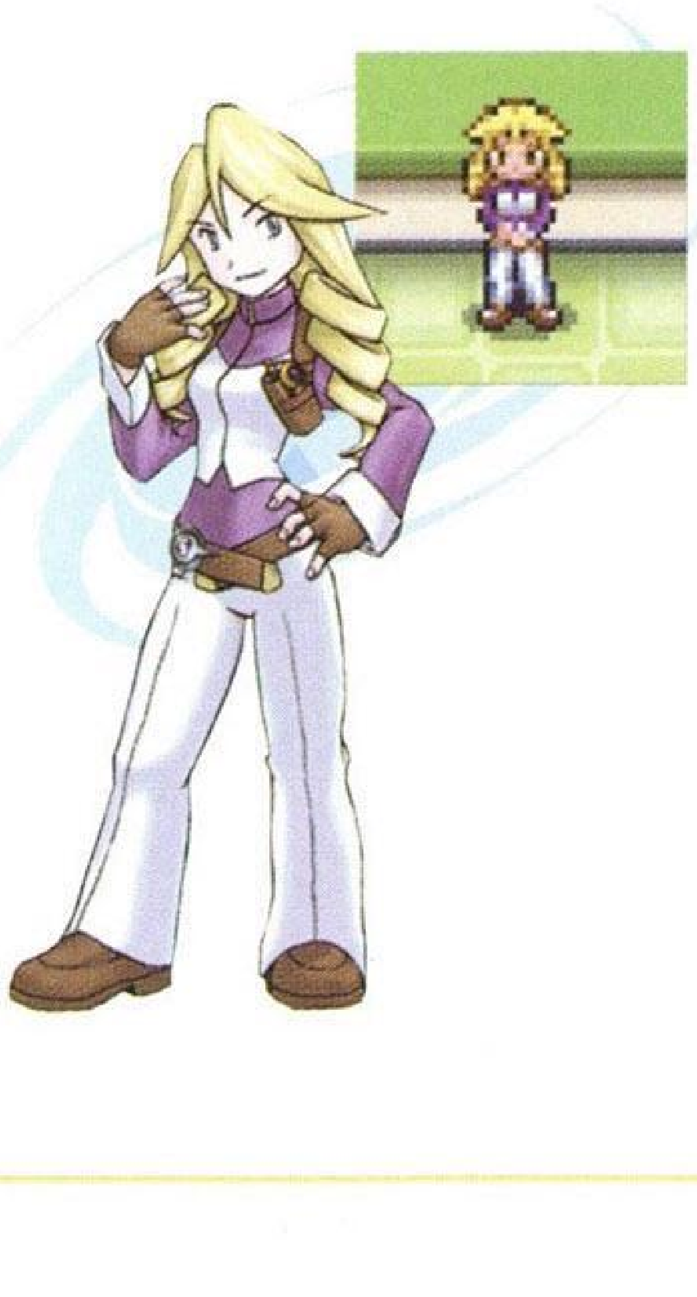
Solana and Plusle

If you choose to play as a female character, you'll take the role of Solana. Solana has worked long and hard for an opportunity to prove herself as a Ranger. After completing her Rookie mission, Solana will be joined by Plusle, who will serve as her partner Pokémon.



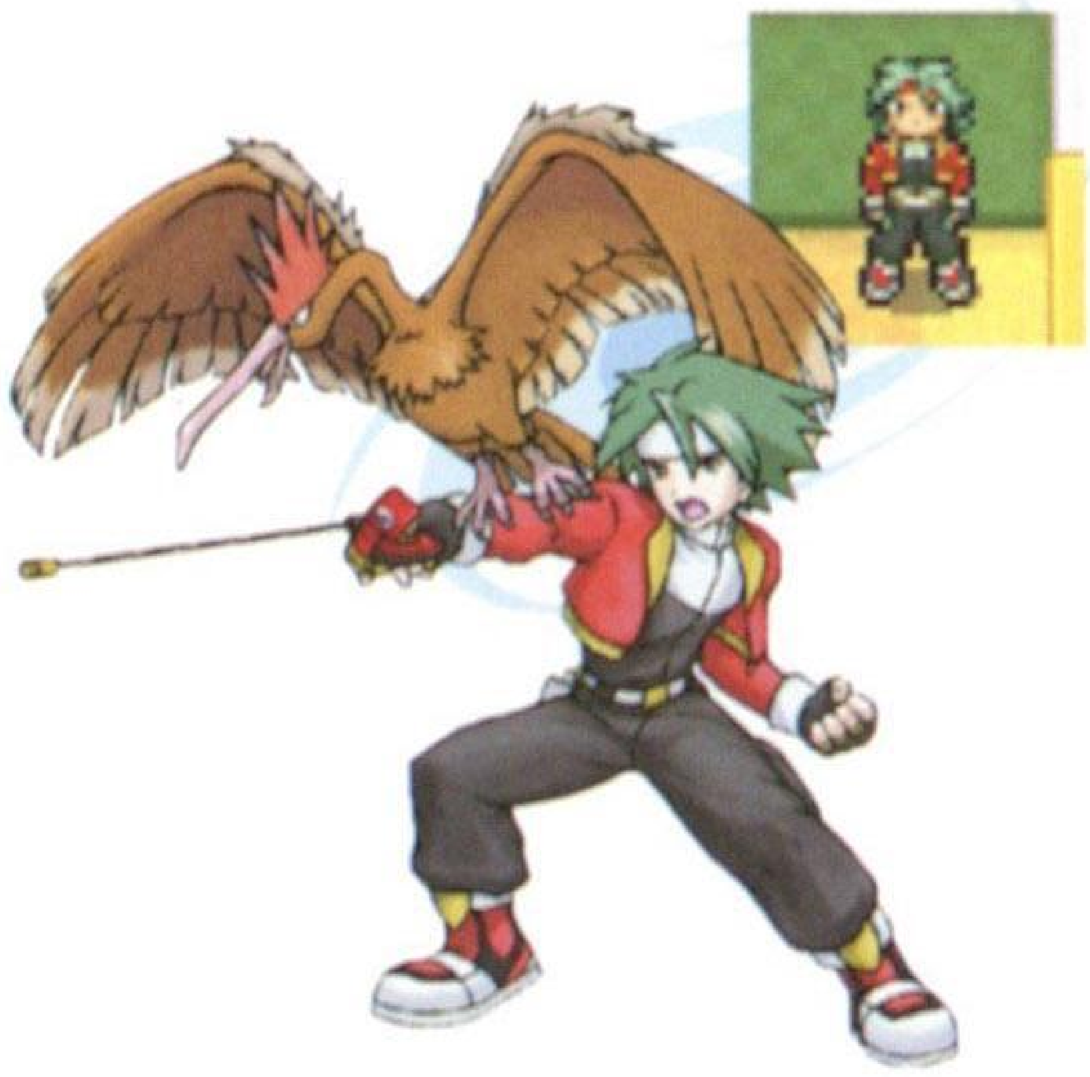
Prof. Hastings

Prof. Hastings is a genius inventor and is one of the cofounders of the Rangers Union. He invented the Rangers' trademark Styler device, and is constantly striving to improve it.



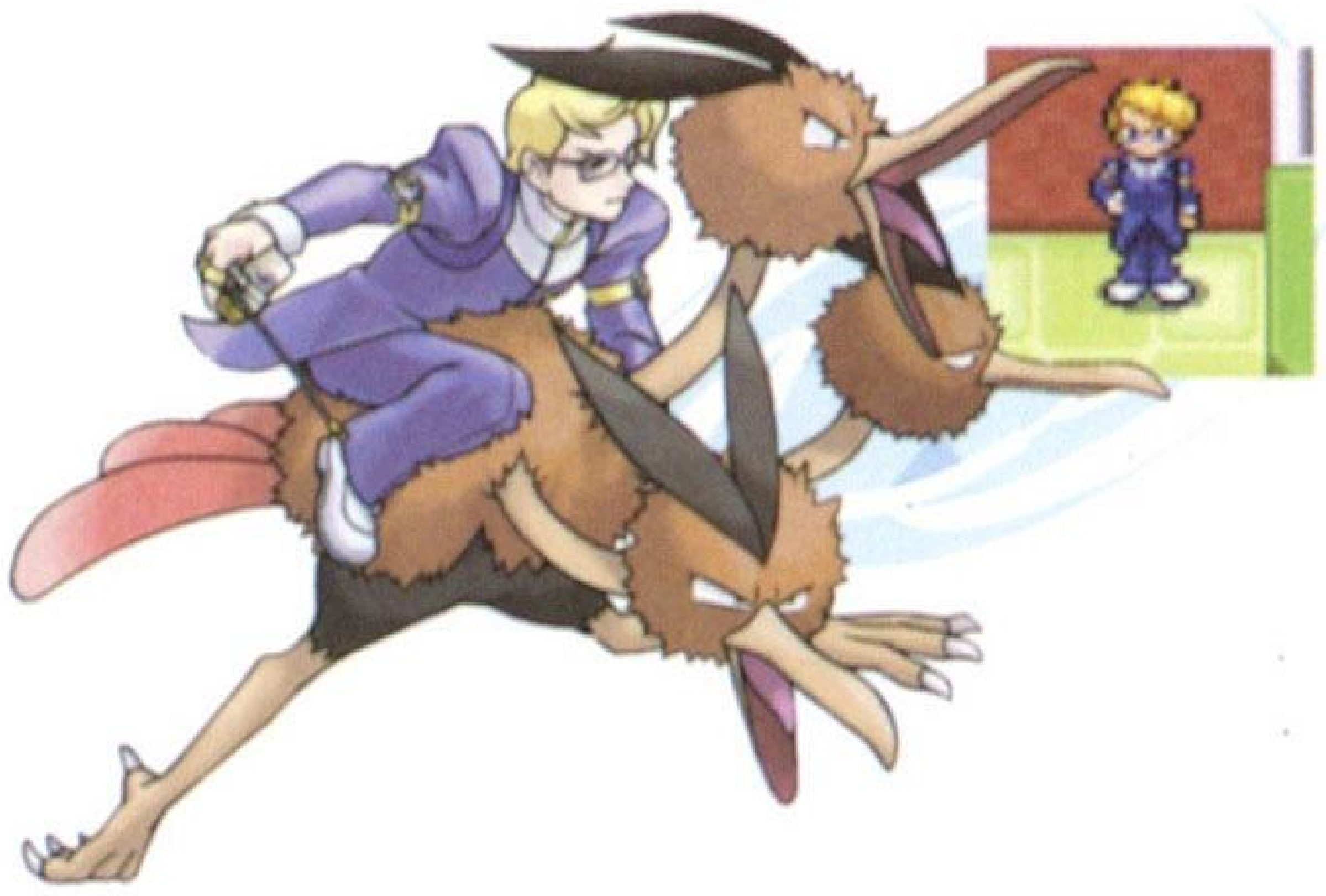
Aria

Aria is a Fall City Ranger. She's a whiz at capturing Pokémon—and she knows it. It won't be easy to win her respect.



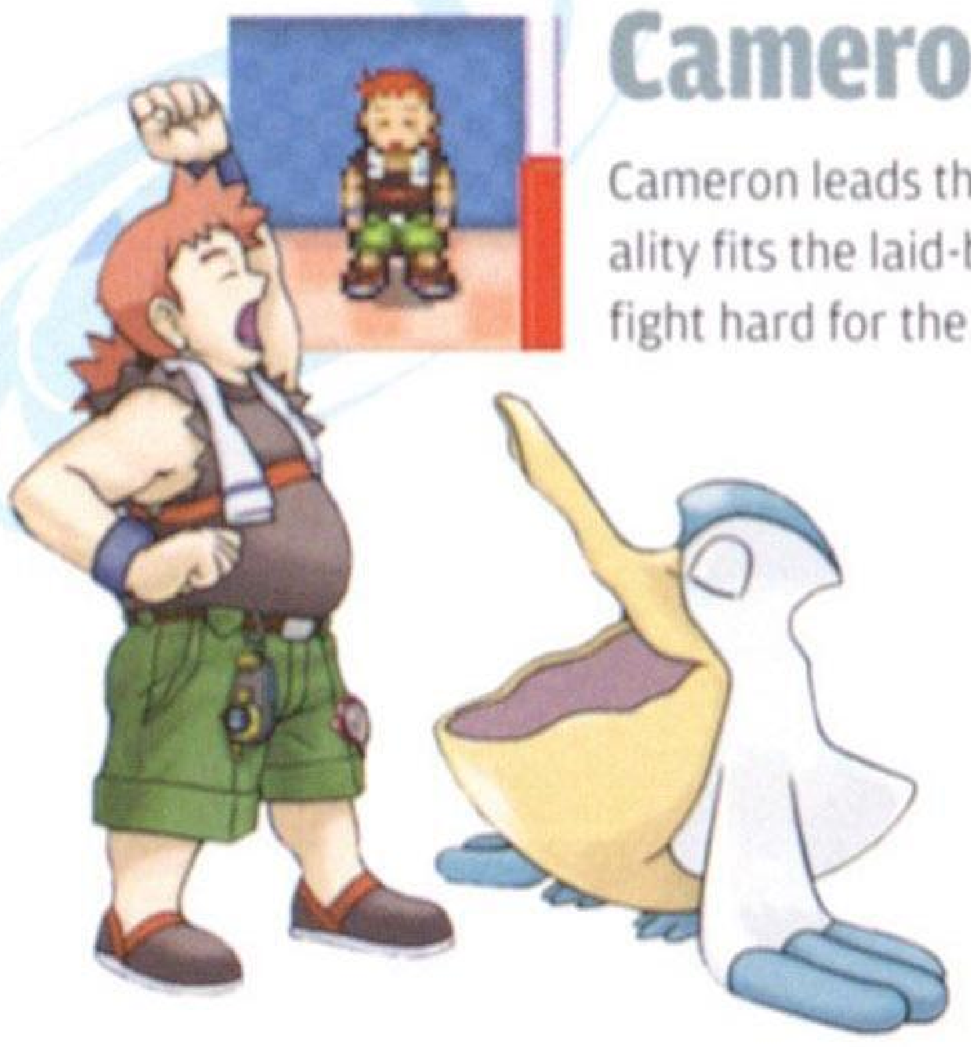
Spenser

Spenser leads the Ringtown Ranger Base, and you couldn't ask for a kinder or more supportive boss. He and his Fearow partner Pokémon are legends in the Ranger community.



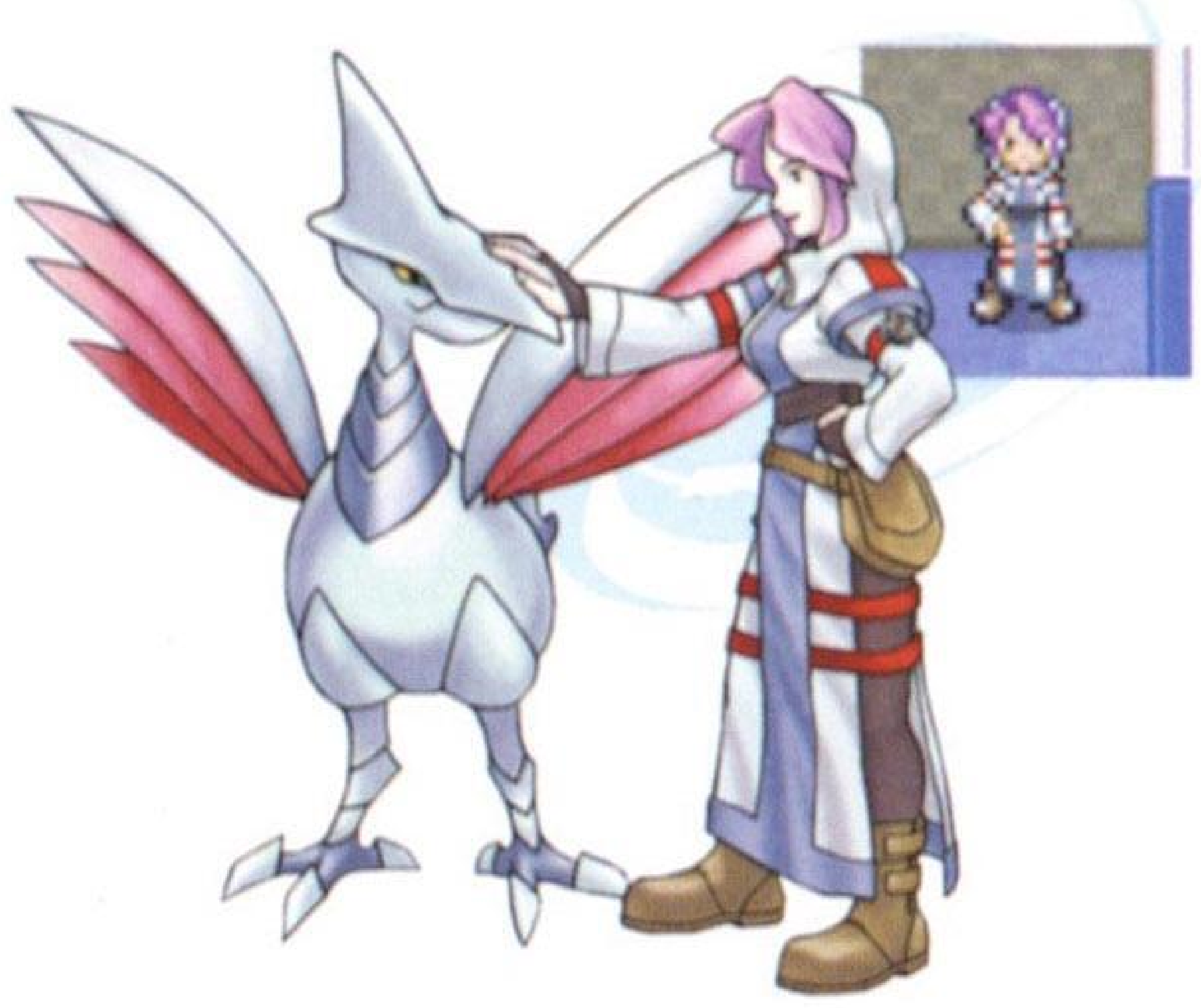
Joel

Joel leads the Fall City Ranger Base, and is much more serious and formal than Spenser. The two seem to have been rivals in the past, but now they share a deep mutual respect.



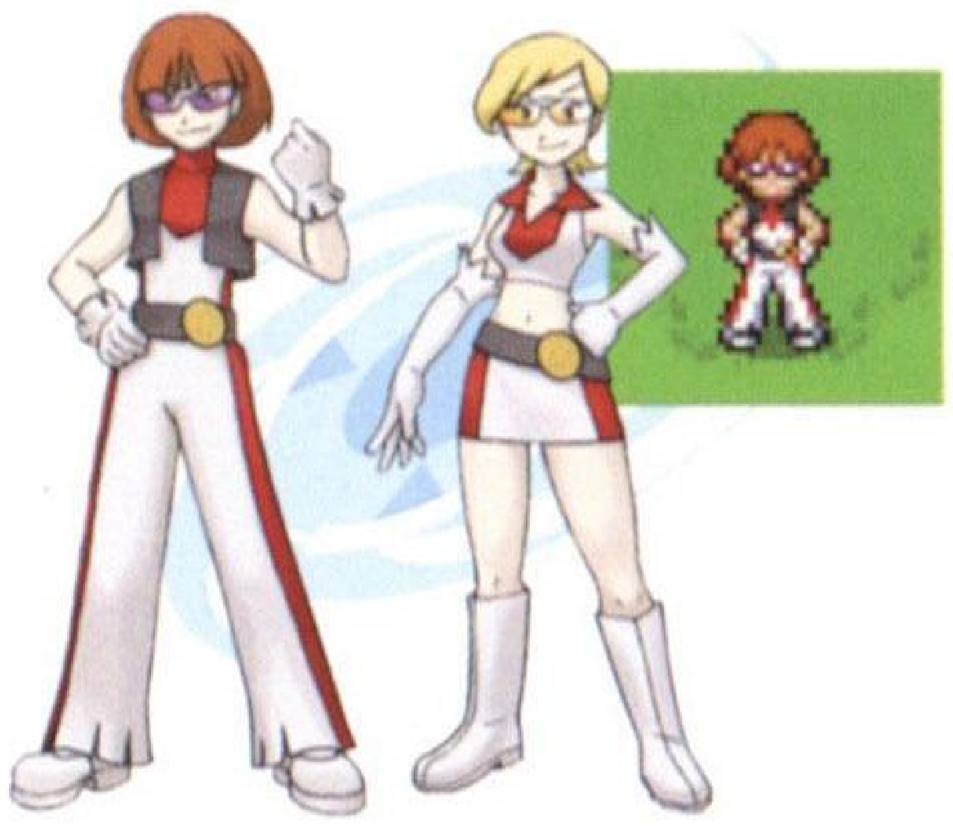
Cameron

Cameron leads the Summerland Ranger Base, and his personality fits the laid-back mood of his territory. But Cameron will fight hard for the Ranger Union when push comes to shove.



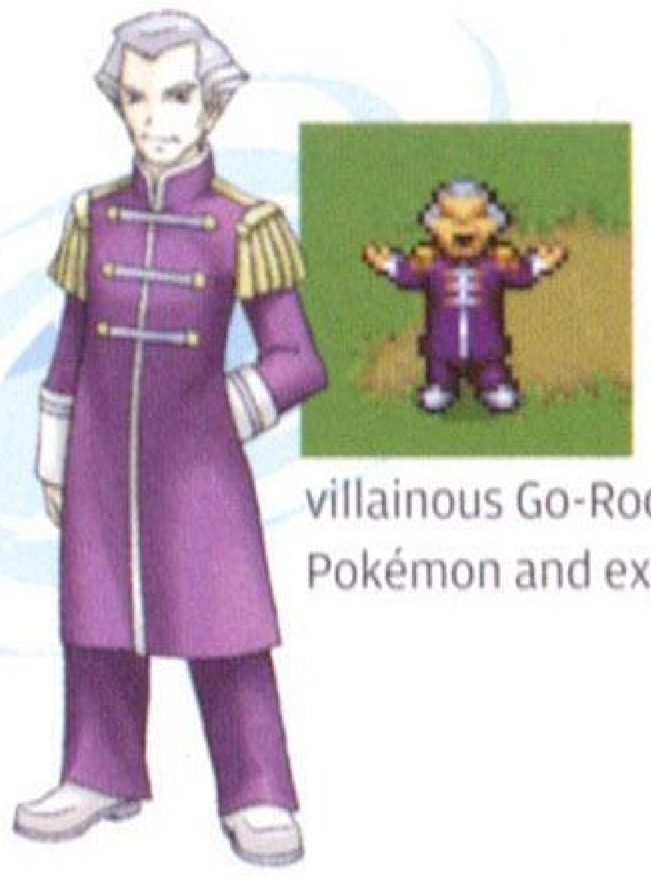
Elita

Elita leads the Wintown Ranger base, and is said to be as cold and hard as her Skarmory partner Pokémon. But Elita's grace, talent, and beauty have won her many admirers.



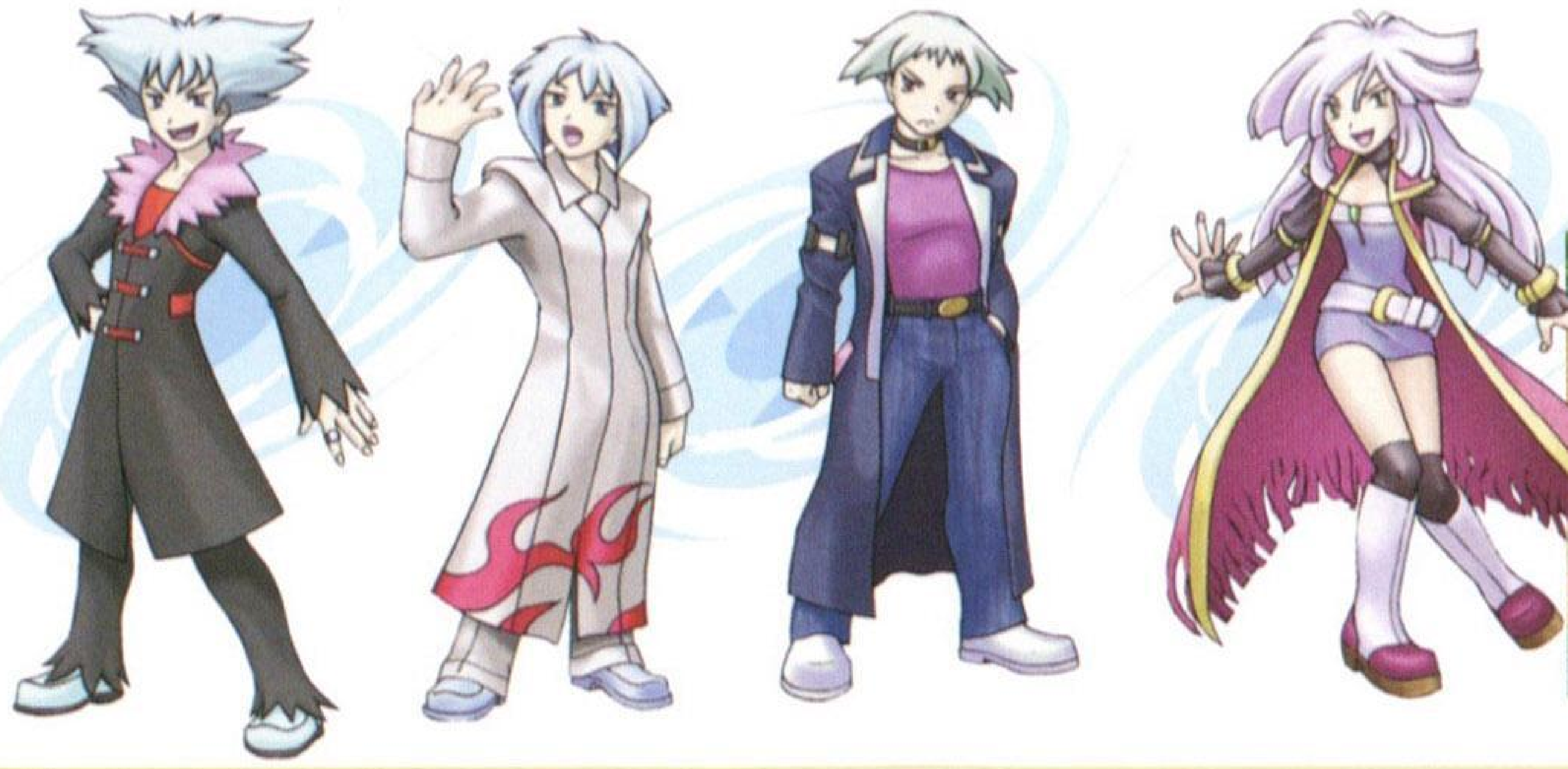
The Go-Rock Squad

Members of a strange organization known as the Go-Rock Squad have been popping up lately, spying on Rangers and interfering with their duties. What could they be up to?



Gordor

Gordor used to be a colleague of Prof. Hasting, but never shared the professor's sense of moral duty. He has founded the villainous Go-Rock Squad to help him enslave legendary Pokémon and exploit them for personal gain.



The Go-Rock Quads

At the heart of the Go-Rock Squad is a self-declared "hot-prospect" rock band called the Go-Rock Quads. These devious siblings have fashioned their musical instruments into Pokémon-controlling Stylers and they use their performances to conceal elaborate crimes.

Game Controls

You can use the stylus for everything in Pokémon Ranger, but many of the buttons and the Control Pad can also come in handy.

Top screen

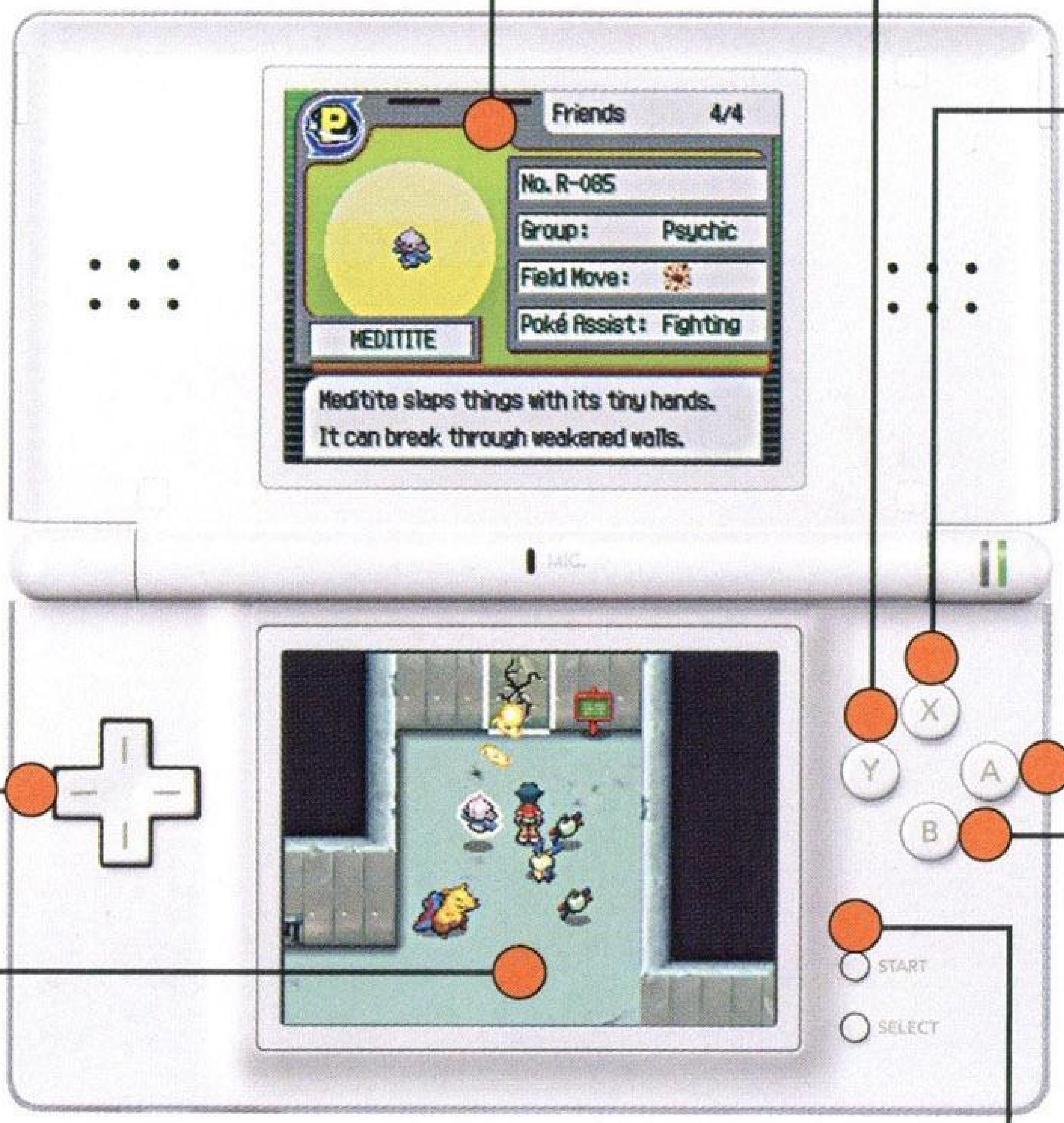
The top screen displays your radar, Browser data, friend Pokémon list, and other useful information.

Y Button

HIGHLIGHT PARTY MEMBERS

X Button

HIGHLIGHT PARTY MEMBERS



Friends 4/4

No. R-085

Group: Psychic

Field Move:

Poké Assist: Fighting

MEDITITE

Meditite slaps things with its tiny hands. It can break through weakened walls.

Control Pad

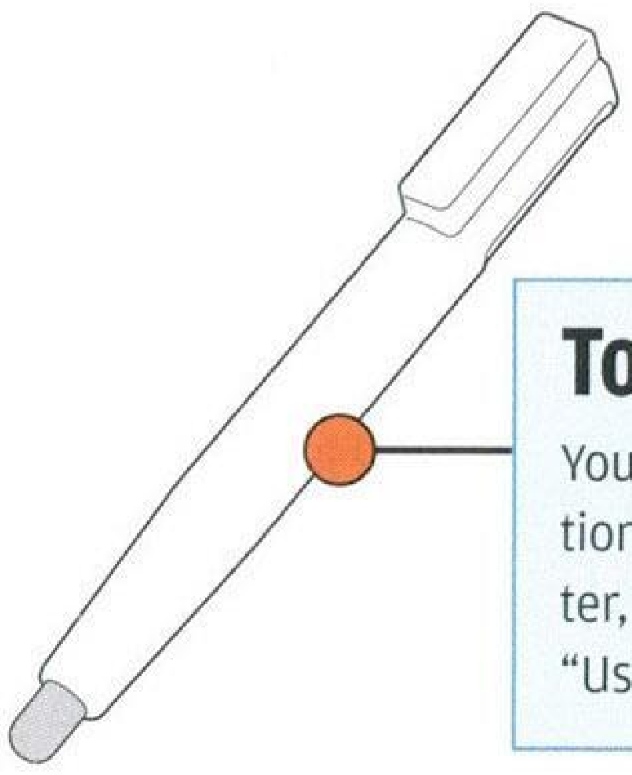
MOVE YOUR CHARACTER
SCROLL THROUGH MENUS

A Button

TALK
EXAMINE AN OBJECT
SELECT A MENU ITEM

B Button

CLOSE A MENU



Touch screen and stylus

You can use the touch screen in conjunction with the stylus to move your character, select menu items, and more. See "Using the Stylus" below for more.

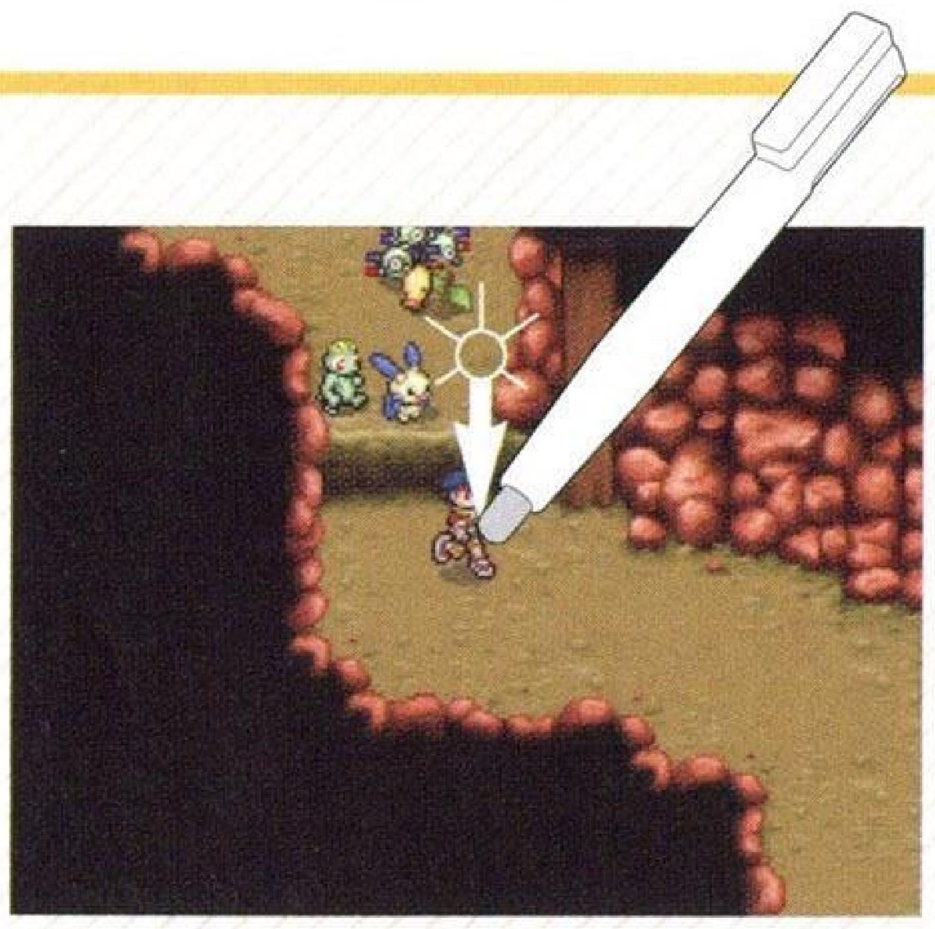
Start Button

ACTIVATE THE MAIN MENU

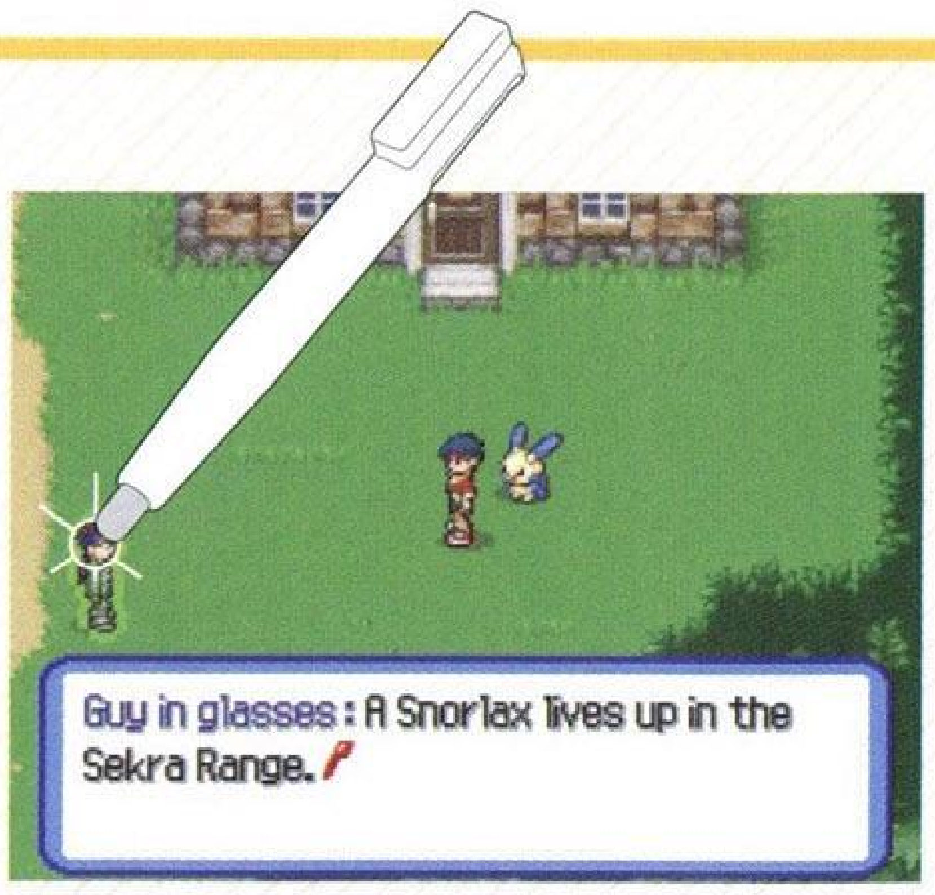
Pauses the game and brings up the capture styler menu. See page 7 for details.

Using the Stylus

- Tap the stylus, hold it down, and draw circles around a wild Pokémon to capture it in battle. Lift the stylus to abandon a capture attempt. Or, when the OK icon appears, lift your stylus to complete the capture.
- Tap a Pokémon on the field to view its Browser entry.
- Tap the power gauge in the corner of the screen to open the capture styler menu.
- Tap menu icons to select them.

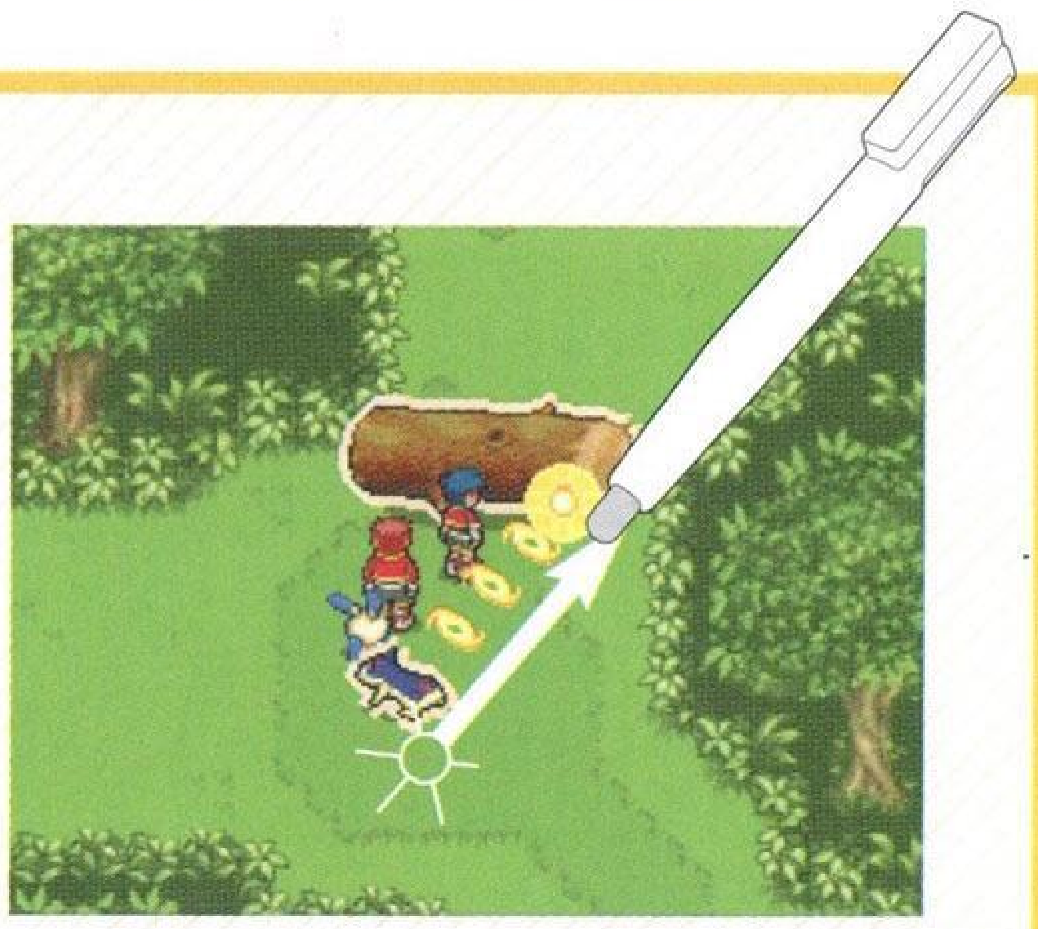


Tap and hold the stylus in a field area to have your party walk toward that point. Hold the stylus down to make your party drop down a cliff or ledge.



Guy in glasses: A Snorlax lives up in the Sekra Range.

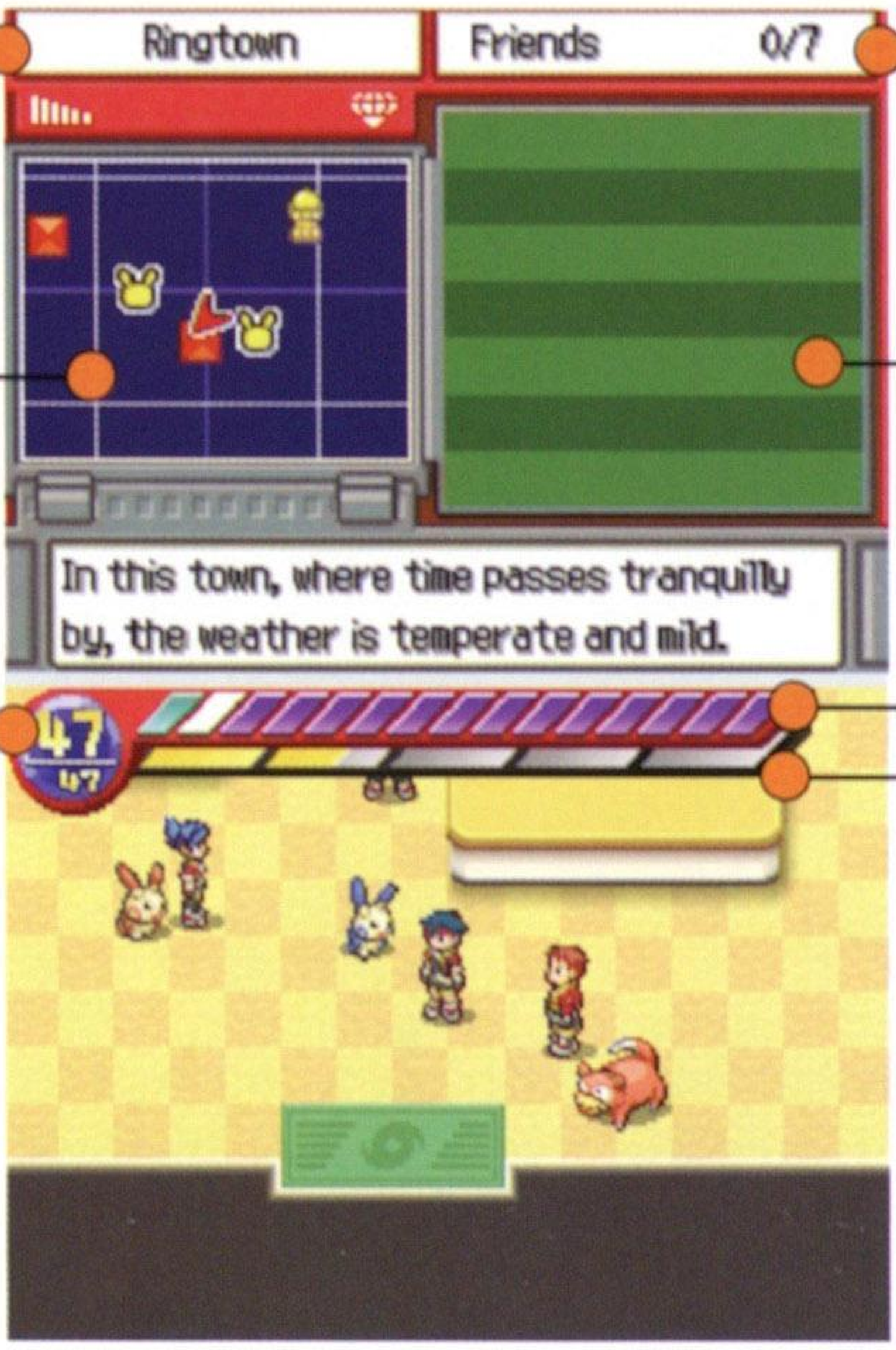
Tap an object to examine it, or tap a character to start a conversation. You do not need to be adjacent to your target to talk to people or examine objects.



To use a friend Pokémon's Field Move, tap and hold on that Pokémon, then drag the stylus to the target. When the target is highlighted, lift the stylus and choose yes to execute.

The User Interface

Your Capture Styler is a multifunctional device that provides all the data a Ranger could ever need. Here's how to make sense of it all.



In this town, where time passes tranquilly by, the weather is temperate and mild.

Location

The Styler will display your present location, no matter where you wander.

In-game radar

The radar will help you pinpoint wild Pokémon, Save Machines, and other useful objects in the field.

Hero's Current Location

Wild Pokémon

Save Machine

Passage or Door

Power gauge

The power gauge reveals both your current Styler energy level (top) and its max capacity (bottom). Tap this to open the main menu.

Friends counter

Check this area to see how many friend slots are available.

Friends list

This area lists all of the friend Pokémon in your party. The icons show what Field Move each is capable of (see page 12 for details).

Power meter

The power meter is a graphical representation of the energy in your power gauge. It changes colors as you gain and lose energy.

Partner gauge

This meter reveals how much energy your partner Pokémon has. Each section represents a level of its Discharge Poké Assist.

Main-Menu Options

When you're in the field, you can tap the power gauge or press Start to pause the game and open the capture styler menu. The eight menu icons will be arranged in a circle; tap an icon to select it.

Browser

The Browser allows you to view information about any Pokémon you've captured on your journey. You can search by name or ability, or reorder the entries for easier use.

Options

Tap the Options icon if you want to change the text speed and the border design of in-game windows.

Release

There is a limit to the number of friend Pokémon you can take with you. To make space in your party, tap Release and then tap unneeded Pokémon to set them free.

Quicksave

If you need to stop playing but can't reach a Save Machine, the Quicksave function will create a temporary save file that will be deleted when you resume your adventure.

Map

Tap this icon to display a map of Fiore on the upper screen. It shows your current position amidst the towns you've visited and the routes you've traveled.

Glossary

The glossary contains a great deal of information about Fiore, the capture process, and how to use Field Moves and Poké Assists effectively.

Exit

Tap the Exit icon to leave the menu and resume playing. You'll find a similar icon in the upper-right corner of other menu screens.

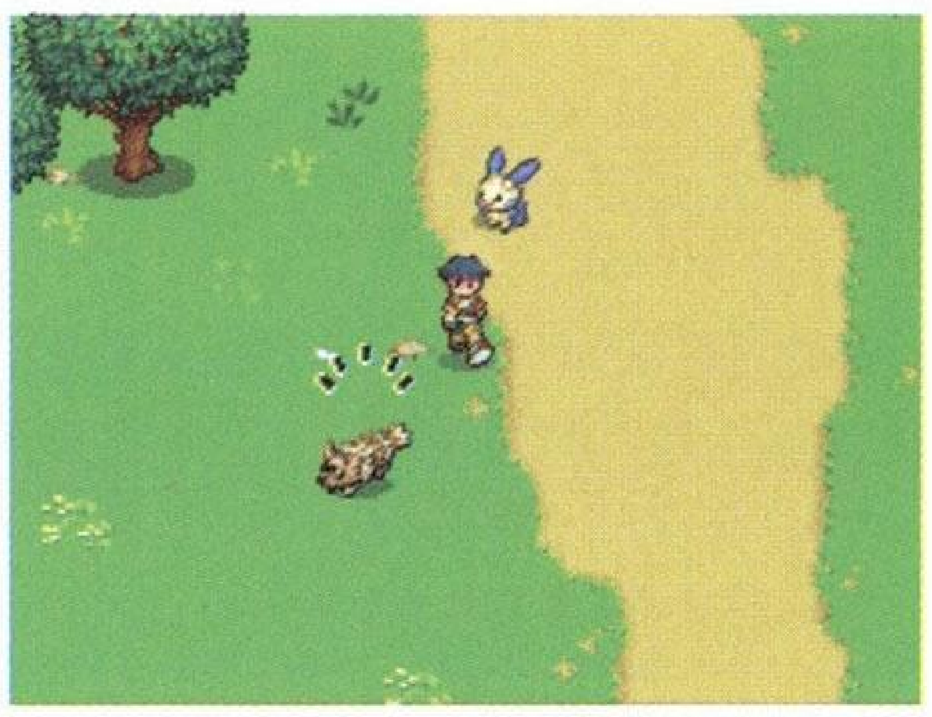
Records

When Prof. Hastings upgrades your Styler, you'll be able to access this feature. See how many steps you've walked, how many Pokémon you've captured, and much more!

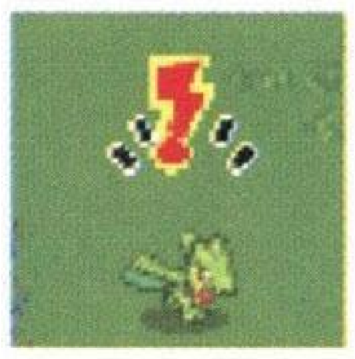
Capturing Pokémon

The Capture Styler is the only tool a Pokémon Ranger needs. In combat it transforms emotion into Pokémon-soothing energy.

Initiating Combat



Fiore is full of Pokémon, and you'll need to capture a wide variety of them to complete each mission. When you see a Pokémon in the field, make physical contact with it to begin a capture attempt. Some Pokémon will ignore you, but others will attempt to escape. You may need to chase down these Pokémon or sneak up from behind them.

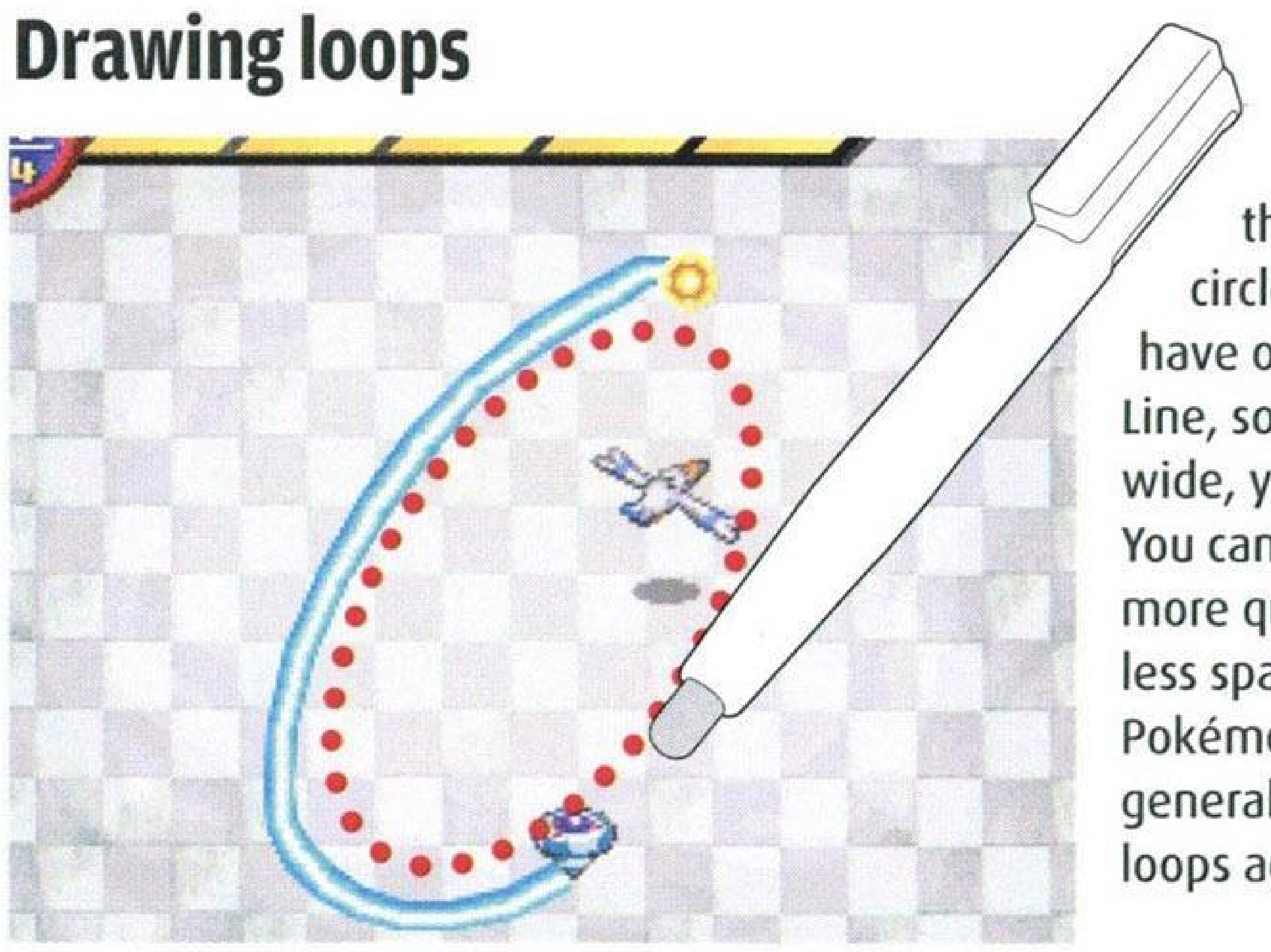


When a Pokémon becomes aware of your presence, black lines will appear over its head. If those lines are joined by a red exclamation point, it means the Pokémon has become aggressive and is going to attack, either by initiating combat or knocking you away. Knockback attacks may send you flying, but they won't damage your Styler.

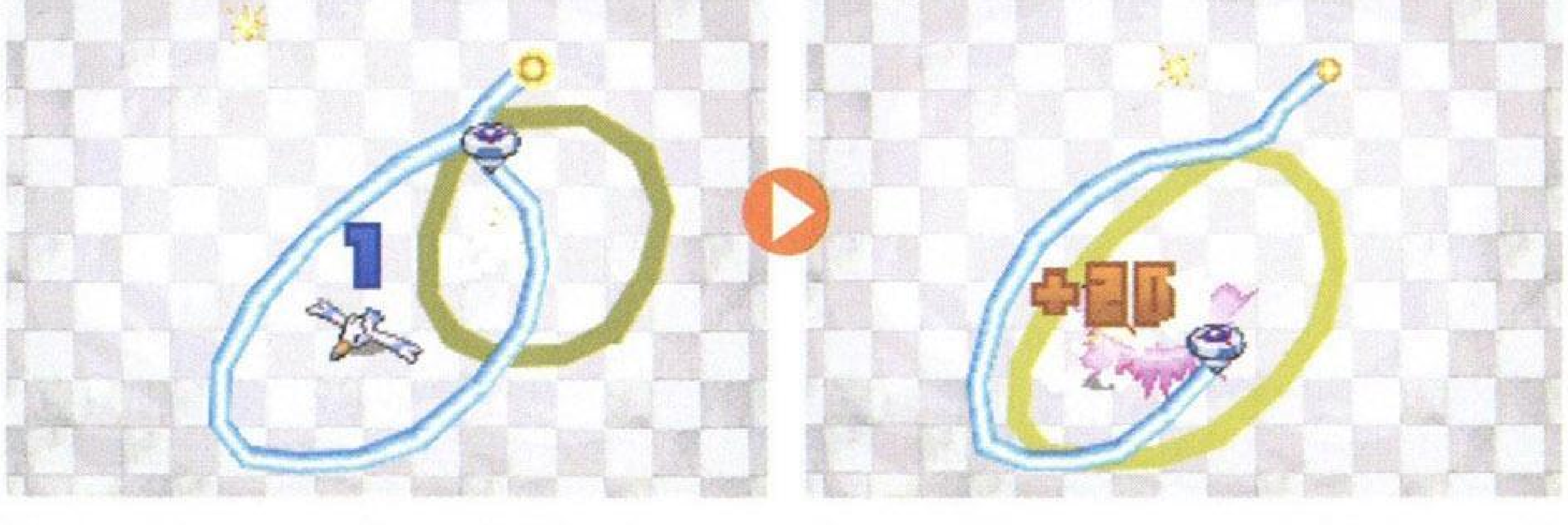
Looping Pokémon

On the capture field, your goal is to circle Pokémon with your stylus. When you complete a circle, the blue Capture Line will disappear, and the number of remaining required loops will appear over the Pokémon's head. However, you will have to start over if you lift your stylus or if a Pokémon makes contact with your Capture Line.

Drawing loops



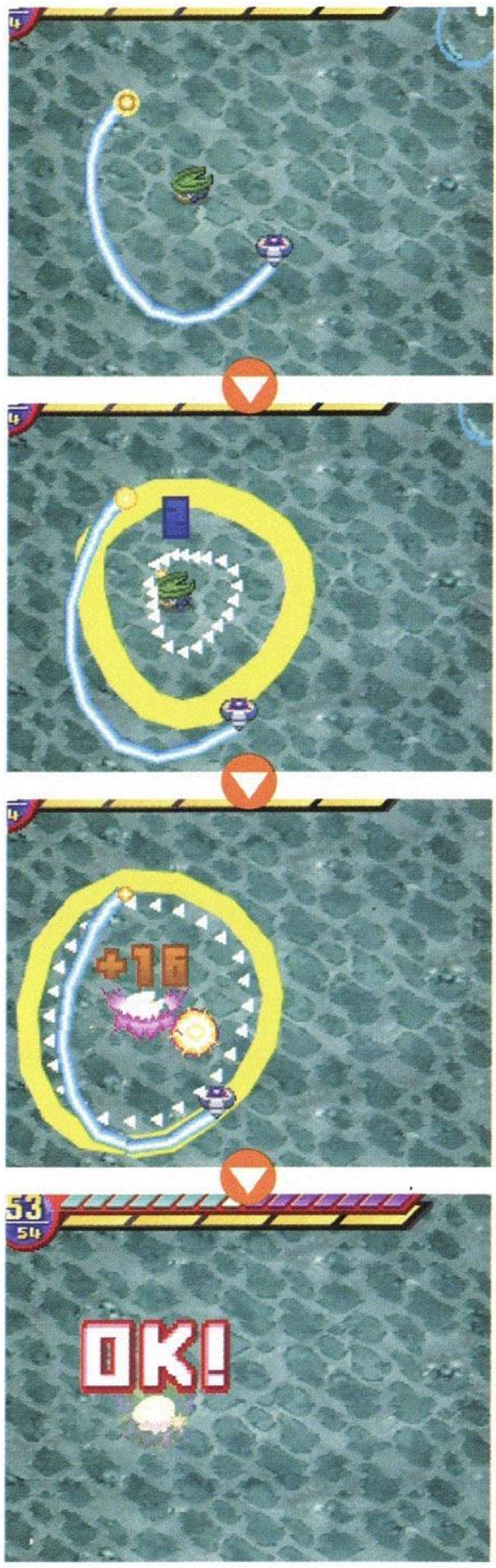
It is important to use the appropriate size of circle in each situation. You have only so much Capture Line, so if your circles are too wide, you can't complete a loop. You can draw narrower circles more quickly, but they give you less space to respond if the Pokémon moves or attacks. You generally want to use wider loops against fast Pokémon.

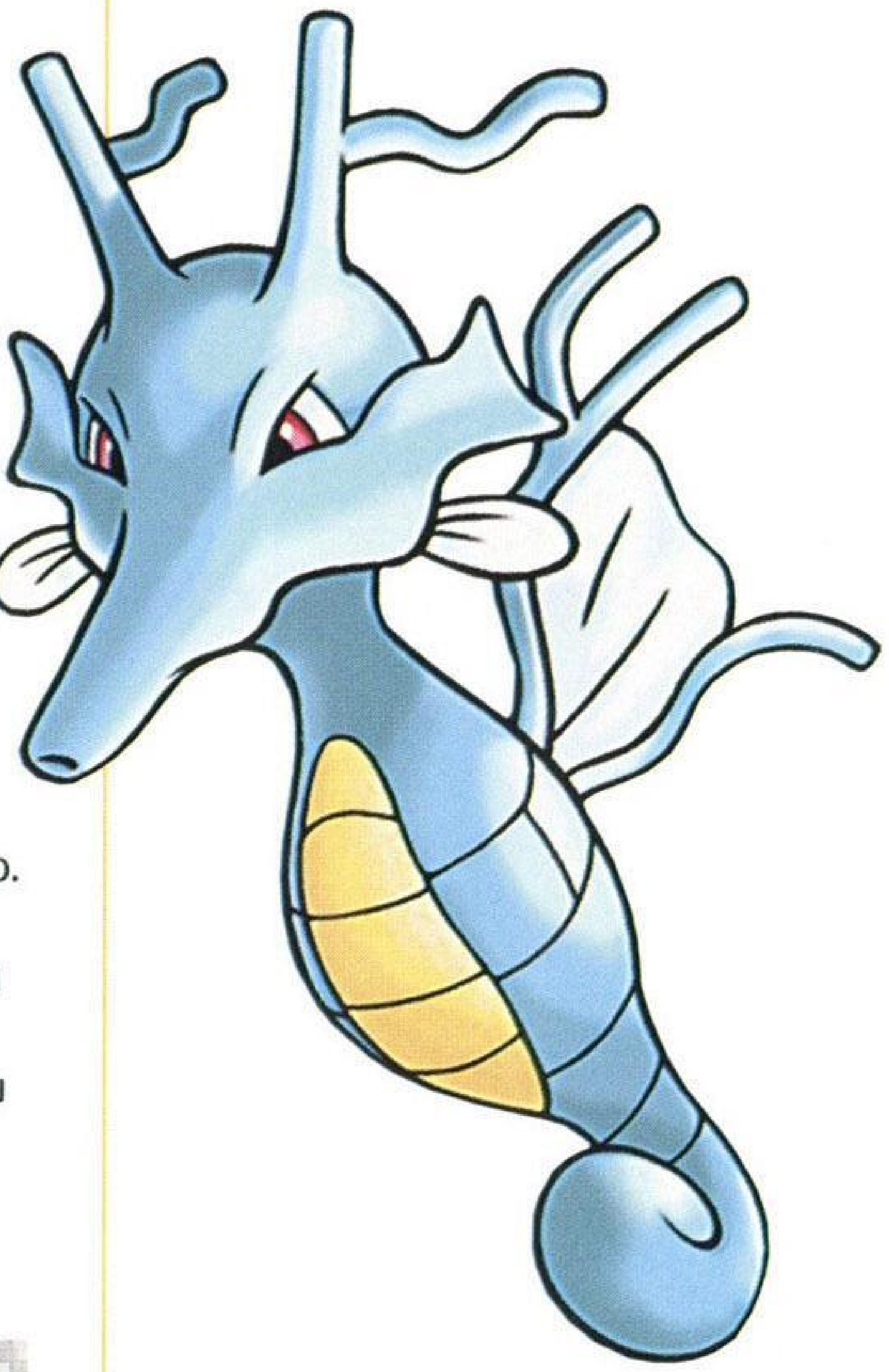


Most Pokémon won't stand still to be captured, so you'll need to move right along with them. To catch a moving Pokémon, draw your circles in wide ovals that are parallel to the direction of movement, and move along with the Pokémon. If you're quick, you'll complete the loops and reach the required number of loops before the Pokémon can hit the Capture Line! But if the Pokémon moves offscreen, you'll be out of luck.

Extra Exp. Points

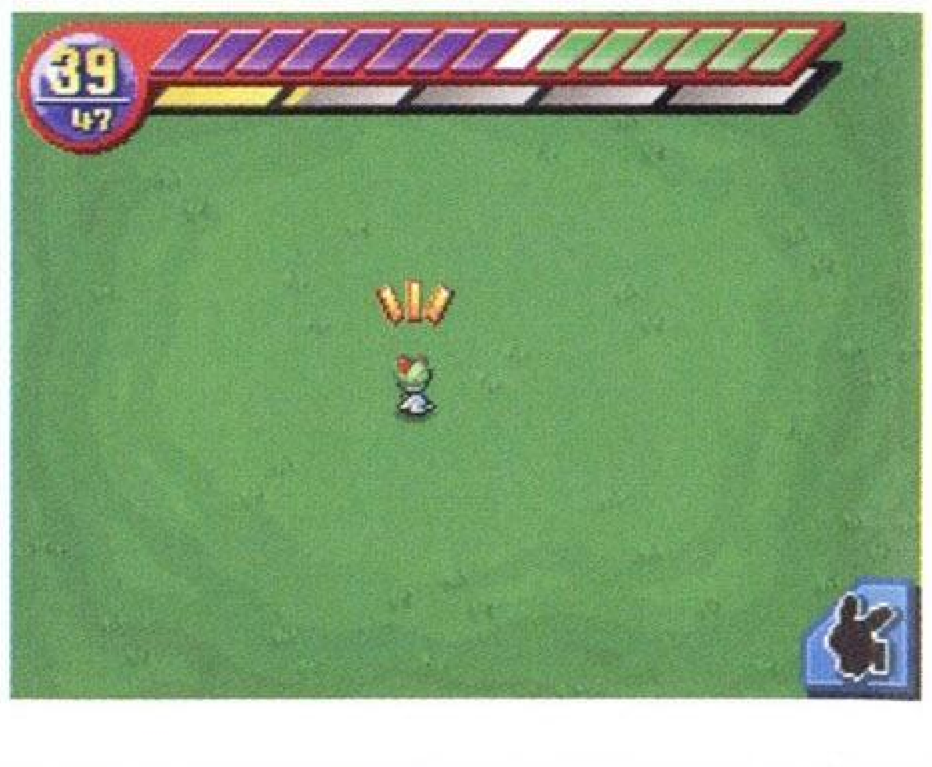
Once you've looped a Pokémon a number of times equal to its fixed "required loops" stat, an orange number will appear. You can then lift your stylus to complete the capture. However, if you continue to loop the Pokémon, you'll increase the number of Exp. Points you'll earn for the capture. Extra loops are a great way to earn Exp. Points, but they can be risky; if the Pokémon hits your Capture Line, you'll lose it all and have to start over. If you haven't yet mastered a Pokémon's patterns, don't get greedy and risk blowing a difficult capture!





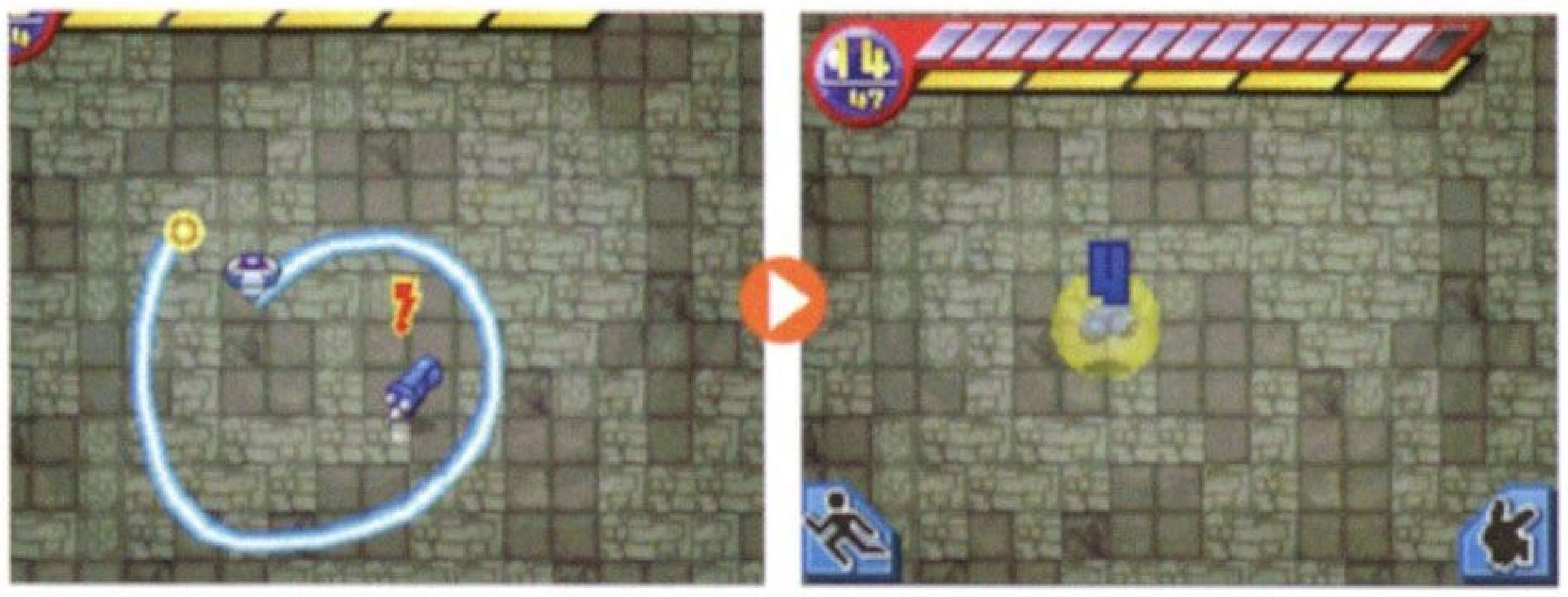
Escape Attempts

Some Pokémon will fight back, attacking your Capture Line with claws, teeth, and energy beams. But others will merely try to run away. When a Pokémon begins to flee, three orange lines will appear over its head. You then have about 10 seconds to complete the capture, or the Pokémon will flee and the battle will end. If you don't want to let it get away, chase it down and challenge it again!



Watch Your Styler Energy

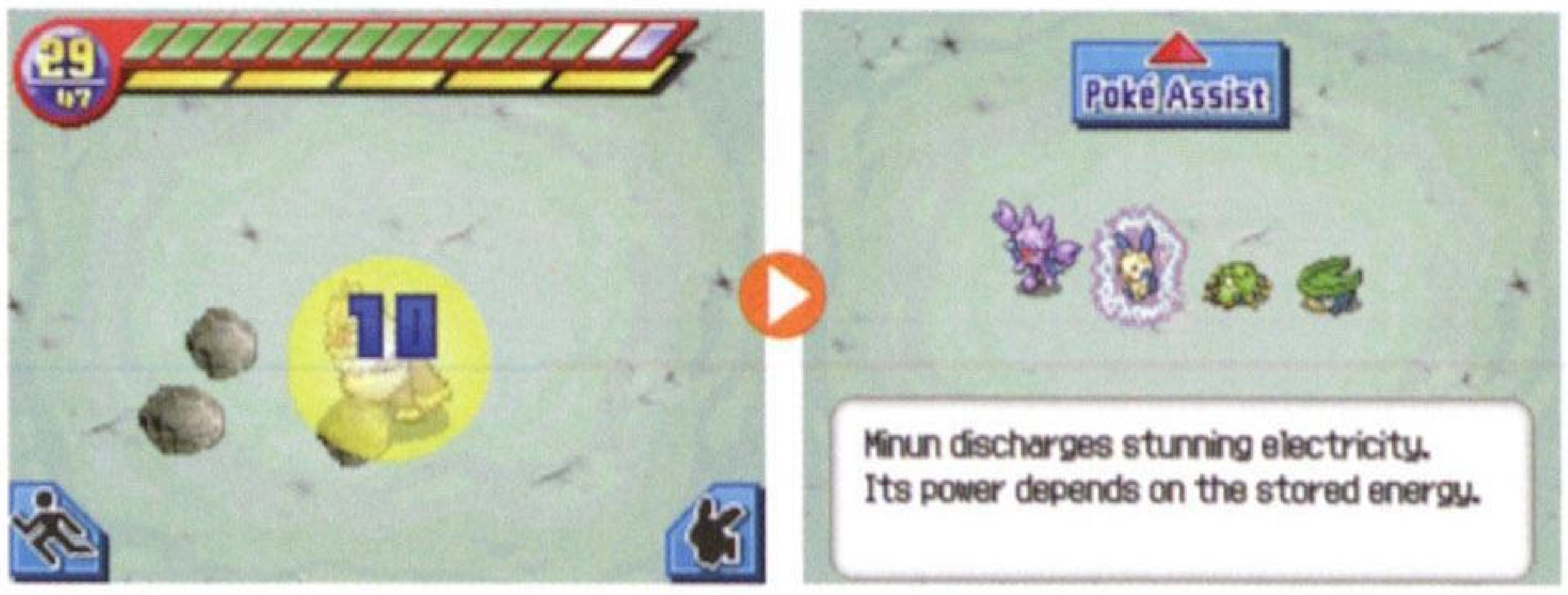
If a Pokémon attacks your Capture Disc or Capture Line, your loop will break and your Styler will lose energy. When your Styler runs out of energy, it's game over, so don't take unnecessary risks. You can flee from a battle by circling a Pokémon once, then tapping the "flee" icon in the lower-left corner of the screen.



Fortunately, you need not abandon your mission when your Styler energy gets low. Electric-group Pokémon like Pikachu and Manectric have a Poké Assist that can recharge lost energy, and it can be used on the field or in the middle of battle! See page 15 for more information on the Electric Poké Assist.

A Little Help from Your Friends

Captured Pokémon become your friends, and will follow you until you release them or call on them for help. Most Pokémon have a Poké Assist that can be used in combat to stun foes, increase the strength of your Capture Line, or trap fast-moving Pokémon. A Poké Assist from a friend can make all the difference in difficult fights.



Minun discharges stunning electricity.
Its power depends on the stored energy.

To call on a Pokémon for help, tap the Minun/Plusle icon in the corner of the screen. The action will pause and you'll be taken to a screen that shows all of your friend Pokémon. Choose wisely; after you call on a friend for help, that Pokémon will leave your party.

Using the Correct Poké Assist

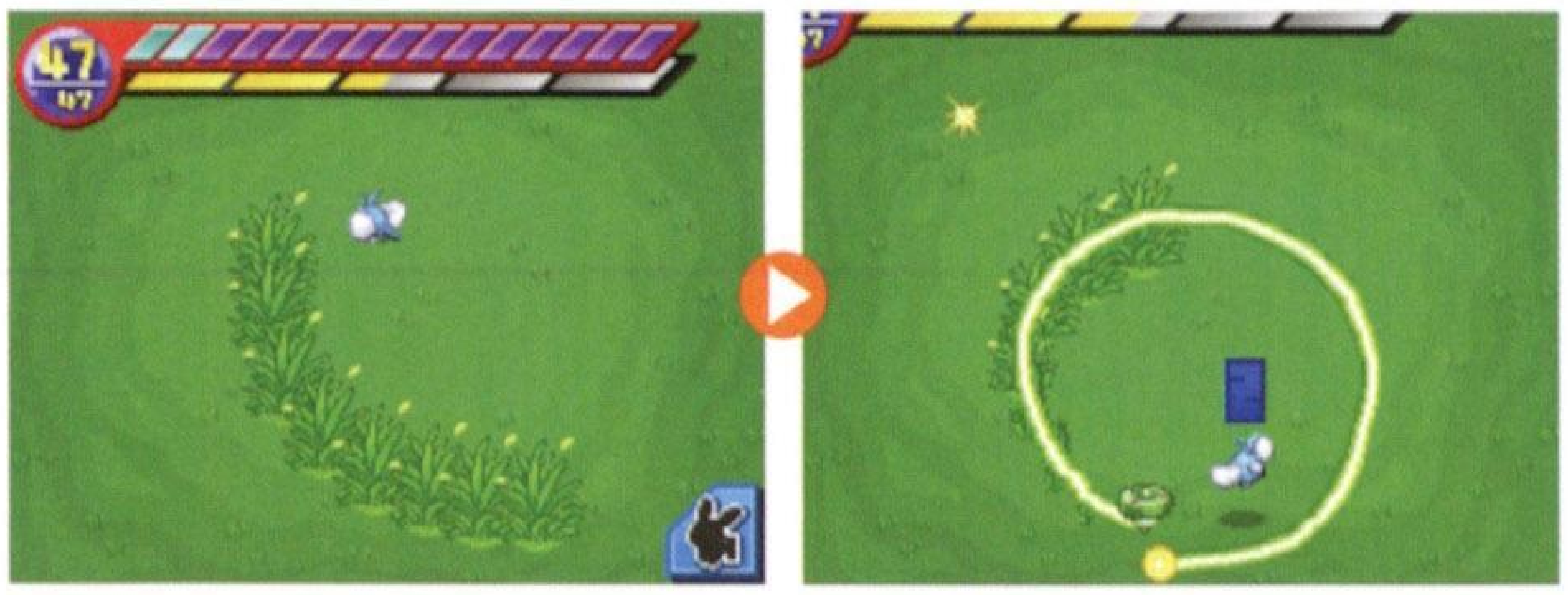
Longtime Pokémon fans should recognize this chart, but it's a little different in Pokémon Ranger. When you use a Poké Assist that is supereffective against the group to which the target belongs, the effect will be magnified. But in a pinch, even less-effective assists may give you just enough of a boost to make the difference.

X Less Effective
0 More Effective
☐ Normal

Poké Assist	Target Pokémon's Group																
	NORMAL	WATER	GRASS	FIRE	FIGHTING	POISON	PSYCHIC	BUG	GROUND	FLYING	ROCK	GHOST	ICE	DRAGON	STEEL	ELECTRIC	DARK
WATER		X	X	0					0		0			X			
GRASS		0	X	X		X		X	0	X	0			X	X		
FIRE		X	0	X				0			X		0	X	0		
FIGHTING	0										0	X	0		0		0
POISON			0			X			X		X	X			X		
PSYCHIC					0	0	X								X		X
BUG			0	X	X	X	0			X		X			X		0
GROUND			X	0		0		X		X	0				0	0	
FLYING			0		0			0			X				X	X	
ROCK				0	X			0	X	0			0		X		
GHOST	X						0					0			X		X
ICE		X	0	X					0	X			X	0	X		
DARK																	
DISCHARGE		0	X						X	0				X		X	

Exceptions to the Rules

There are some exceptions to the chart above. Grass, Ground, and Ice Poké Assists affect the surface of the capture field, so Pokémon that fly or float are immune to their effects, even if the Pokémon aren't in the Flying group.

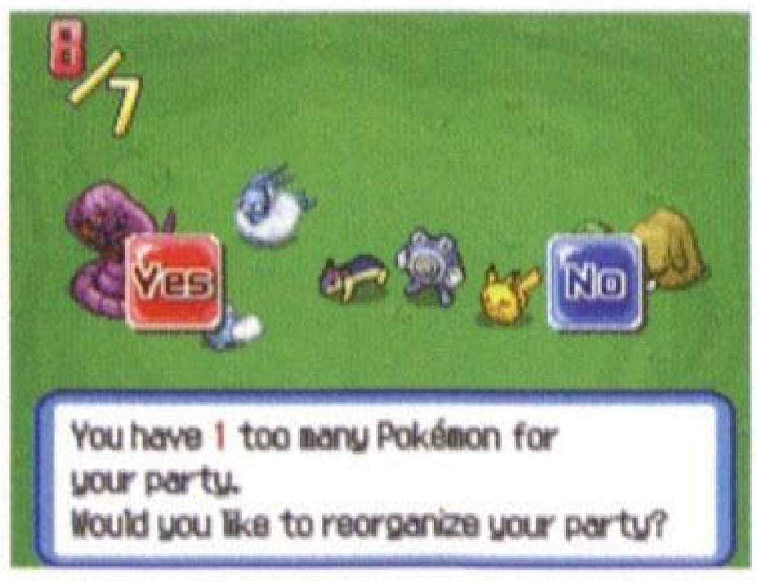


Natural Immunity

POKéMON	ASSIST IMMUNITY
Entei	Fire, Grass
Groudon	Discharge
Politoed	Fire
Rayquaza	Fire
Regirock	Poison
Registeel	Grass
Shedinja	Bug, Discharge, Ghost, Grass, Ground, Ice, Poison, Psychic, Water
Steelix	Psychic

Other Pokémon have certain immunities that reflect an aspect of the Pokémon's nature. The chart above details which Pokémon are immune to which Poké Assists.

Catch and Release



You have 1 too many Pokémon for your party.
Would you like to reorganize your party?

There is a limit to the number of friend Pokémon you can take with you (see page 17), and you cannot take Pokémon out of the area in which you caught them. If you fill up your party, you'll have to let someone go, so don't hoard Pokémon—use their Poké Assists often to make room for new friends.

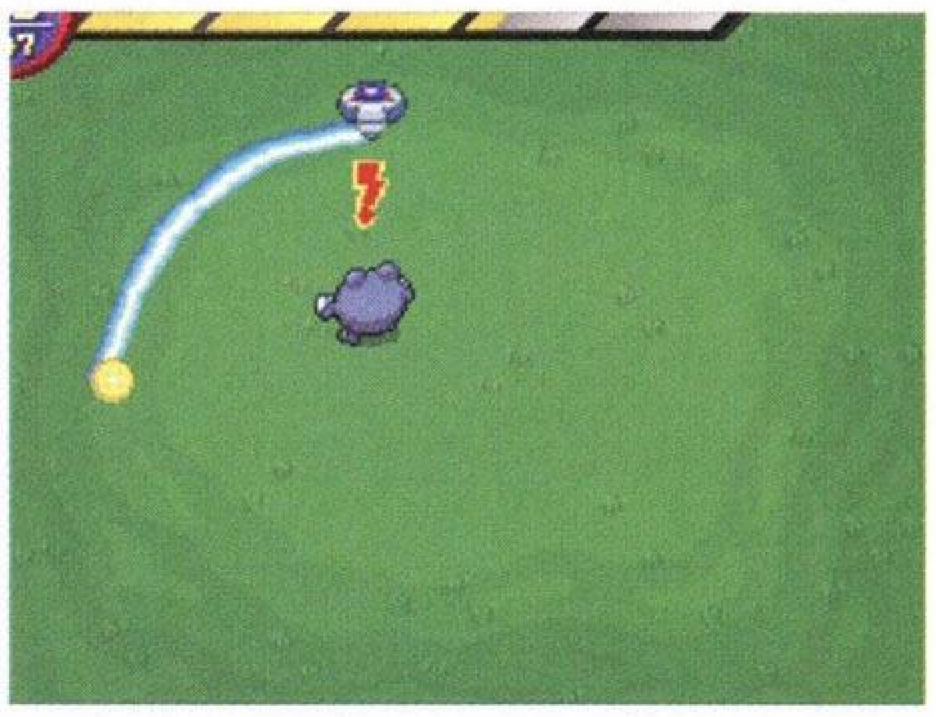
When Pokémon Attack

Some Pokémon will go quietly, but others will fight tooth and nail against your Capture Disc. Prepare for some challenging battles!

Combat Basics

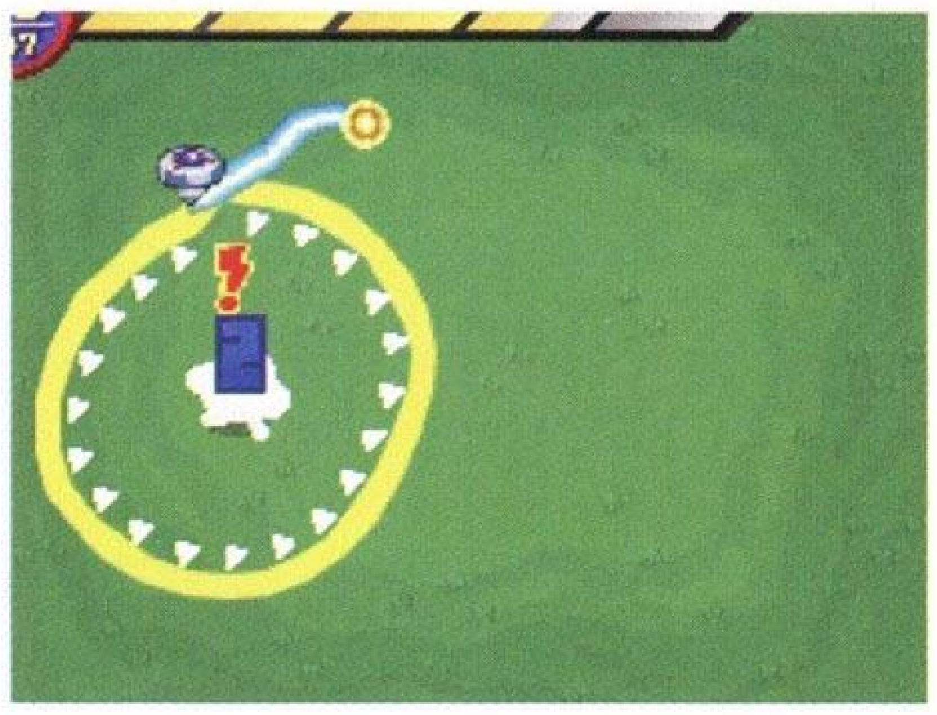
The Pokémon you'll encounter will use a wide variety of tactics to thwart your capture attempts. You can check the Browser that begins on page 85 for strategies that are specific to each Pokémon, but the strategies here summarize the basic tactics you should use when you encounter an unfamiliar Pokémon.

Provoking attacks



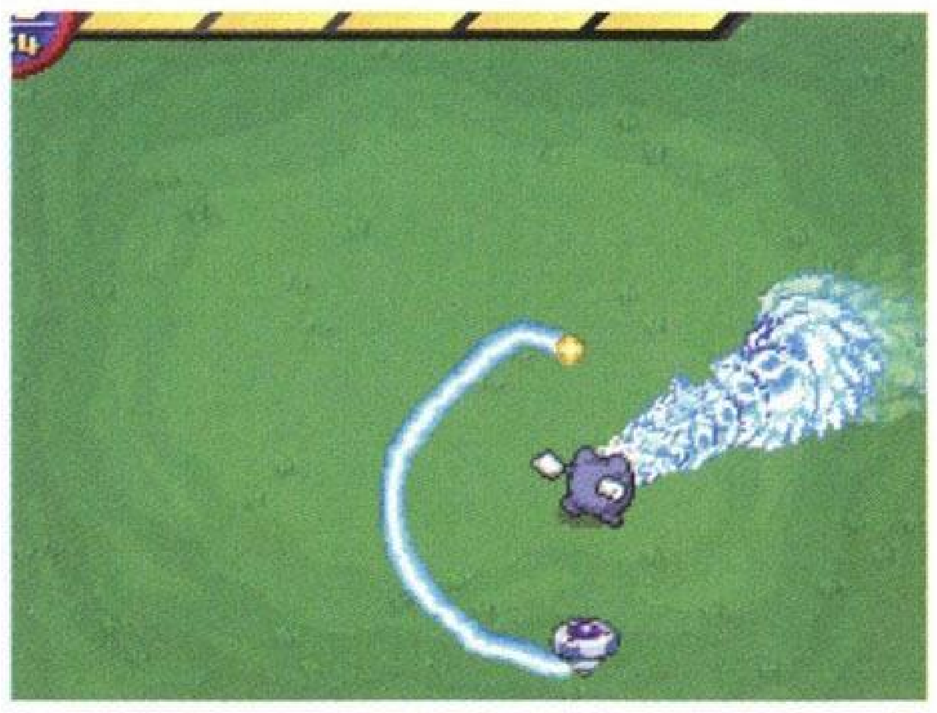
When battling an unfamiliar Pokémon, try provoking an attack by tapping the Pokémon with your stylus, scribbling in front of it, or looping it a single time and lifting your stylus. Combat will be much easier when you understand what triggers the Pokémon to attack. Many Pokémon are most vulnerable immediately after they strike, so be ready to circle as soon as they attack and miss.

Dodging Pokémon moves



As you circle a Pokémon, keep an eye out for the red exclamation point that appears before an attack. The time between the exclamation point and the strike varies, but you'll usually have enough time to lift your stylus, effectively dodging the attack. You'll have to start the capture attempt over, but at least you won't take any damage.

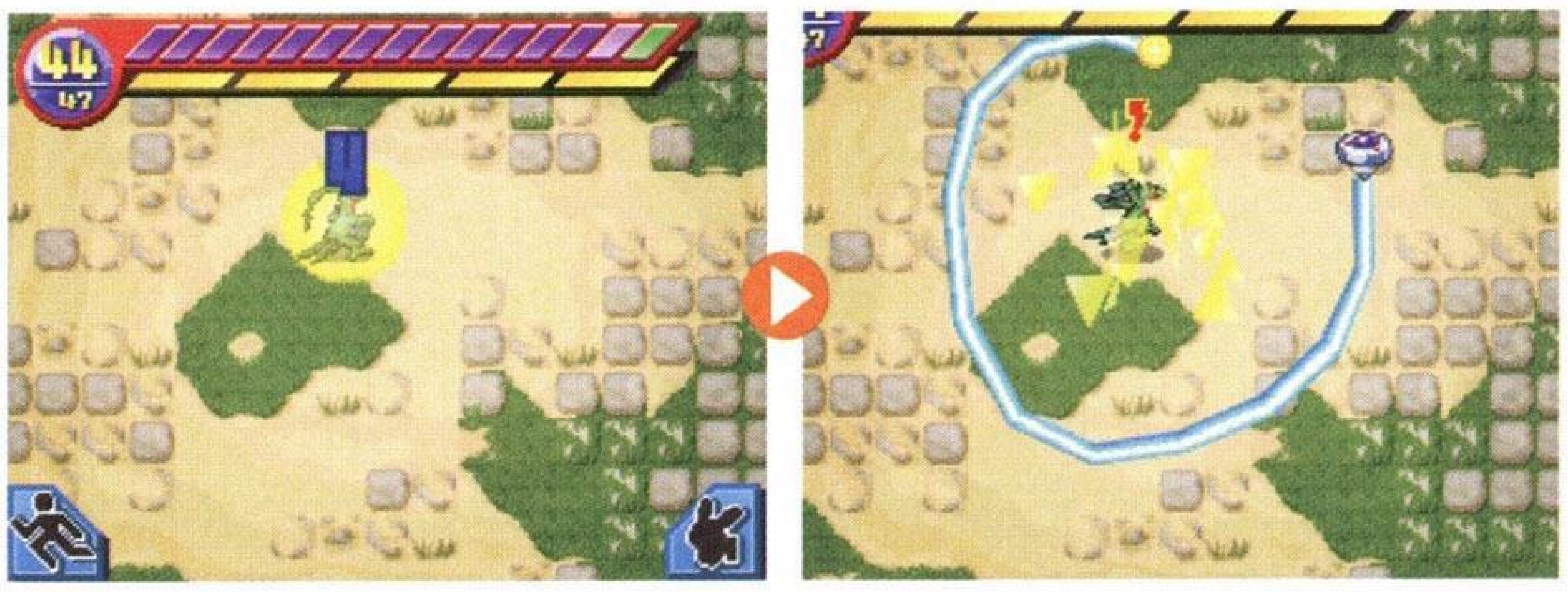
Working around attacks



Just because a Pokémon is attacking doesn't mean you have to dodge. You can continue to circle around Pokémon who have short-range attacks—even if your Capture Line isn't long enough to complete the loop, continuing to circle will keep you from losing your progress. You can also move your Capture Disc out of attack range, wait out the attack, and resume looping where you left off when the coast is clear.

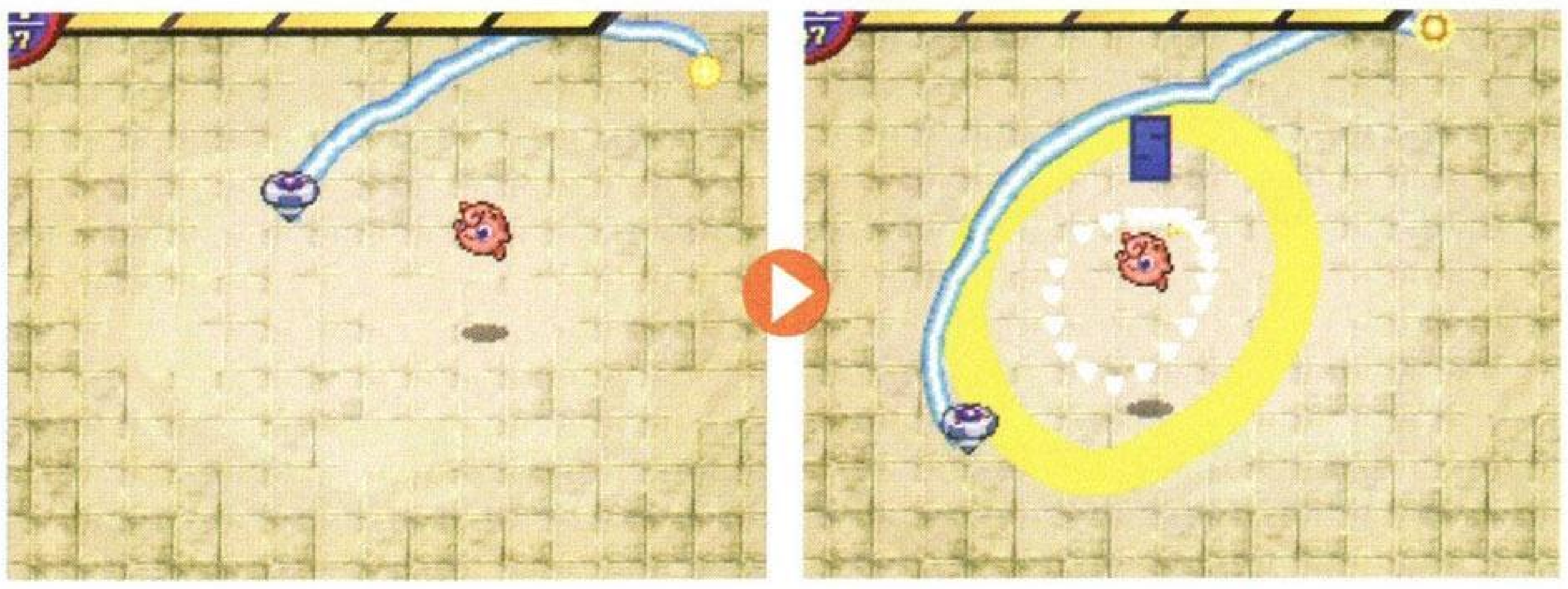
Drop and Stun the Runner

Whenever you complete a loop around a Pokémon and then abandon the capture attempt by lifting your stylus, the Pokémon will surround itself with a yellow ball, float offscreen briefly, and then land. Many Pokémon will then attack immediately. This is a good trick for stopping a fast-moving Pokémon in the center of the screen.



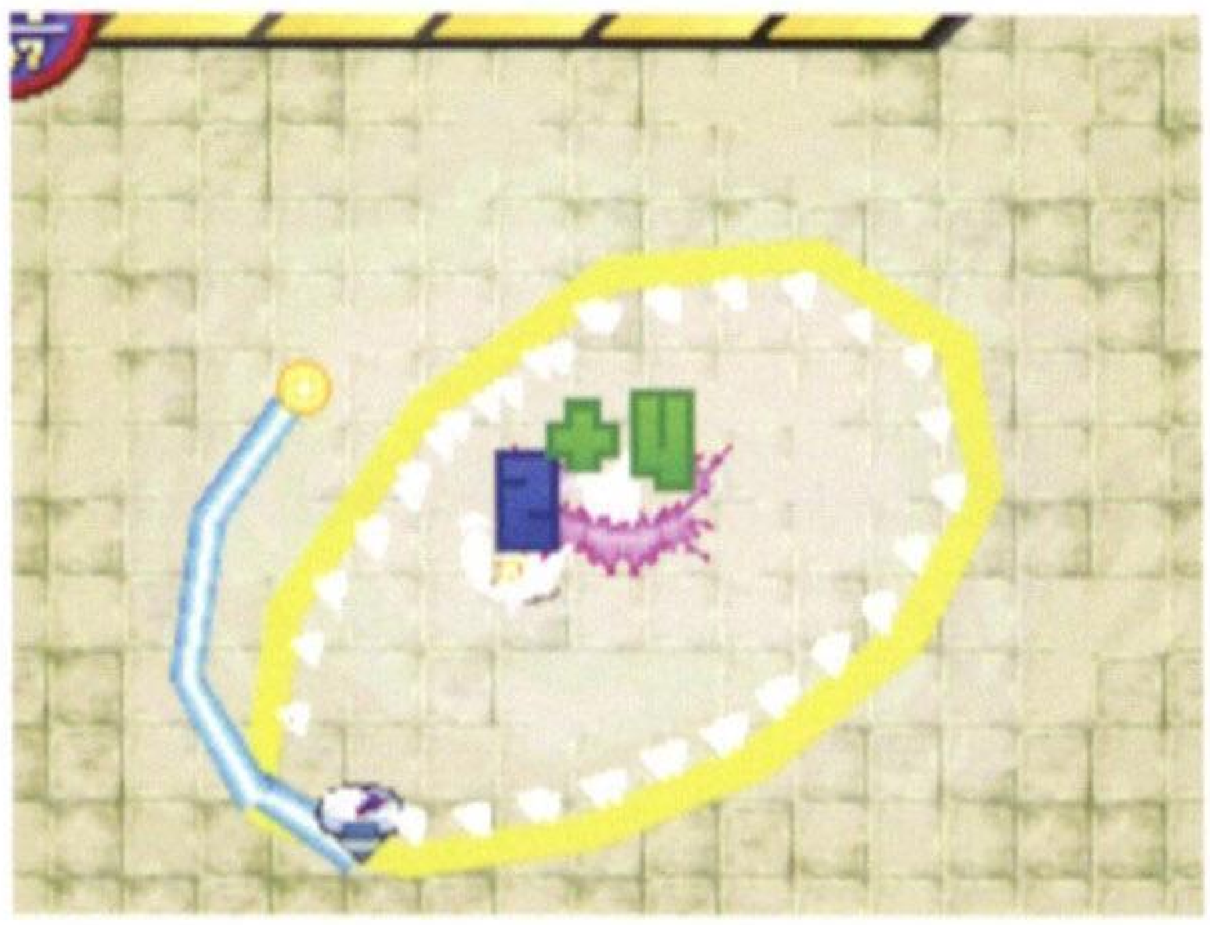
Catching Evasive Pokémon

Many Pokémon will attempt to evade capture by leaping over your Capture Line, teleporting, diving underwater, etc. But just because a Pokémon has gone out of range doesn't mean the capture attempt has failed; as long as you keep your Capture Disc onscreen, you can continue looping where you left off when the Pokémon returns to capture range.

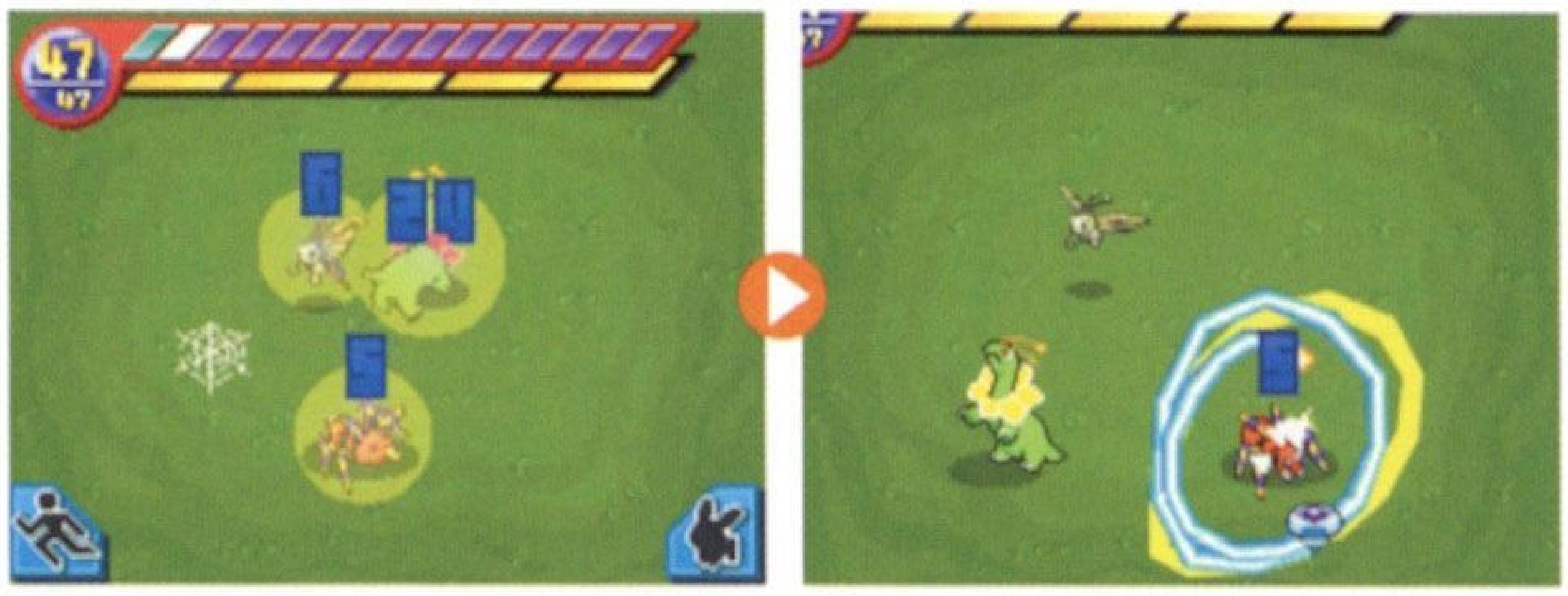


Going Up Against a Pack

When you approach a Pokémon on the field, pay attention to other Pokémon near it. When multiple Pokémon are close to each other, you'll end up battling all of them at once. This can be extremely challenging, since you'll have to dodge the attacks of various Pokémon, but you can earn extra Exp. Points if you capture multiple targets in a single loop.

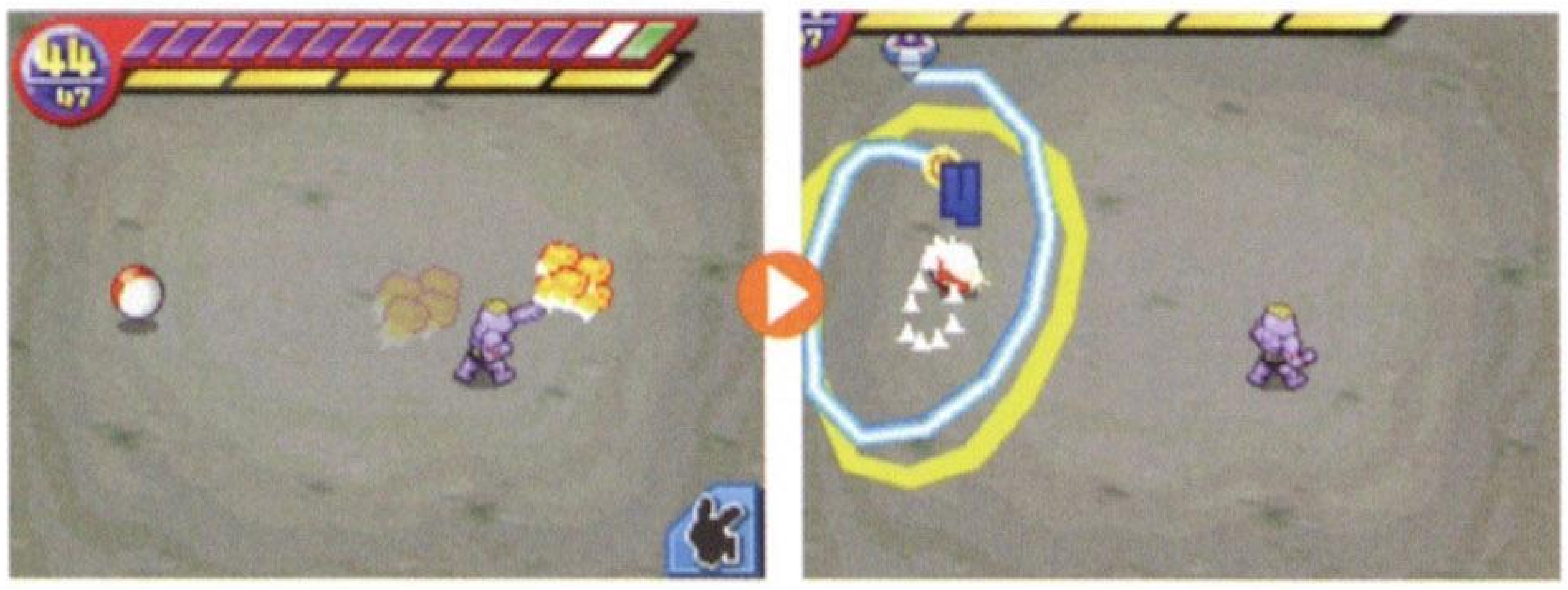


Pick off the weaklings



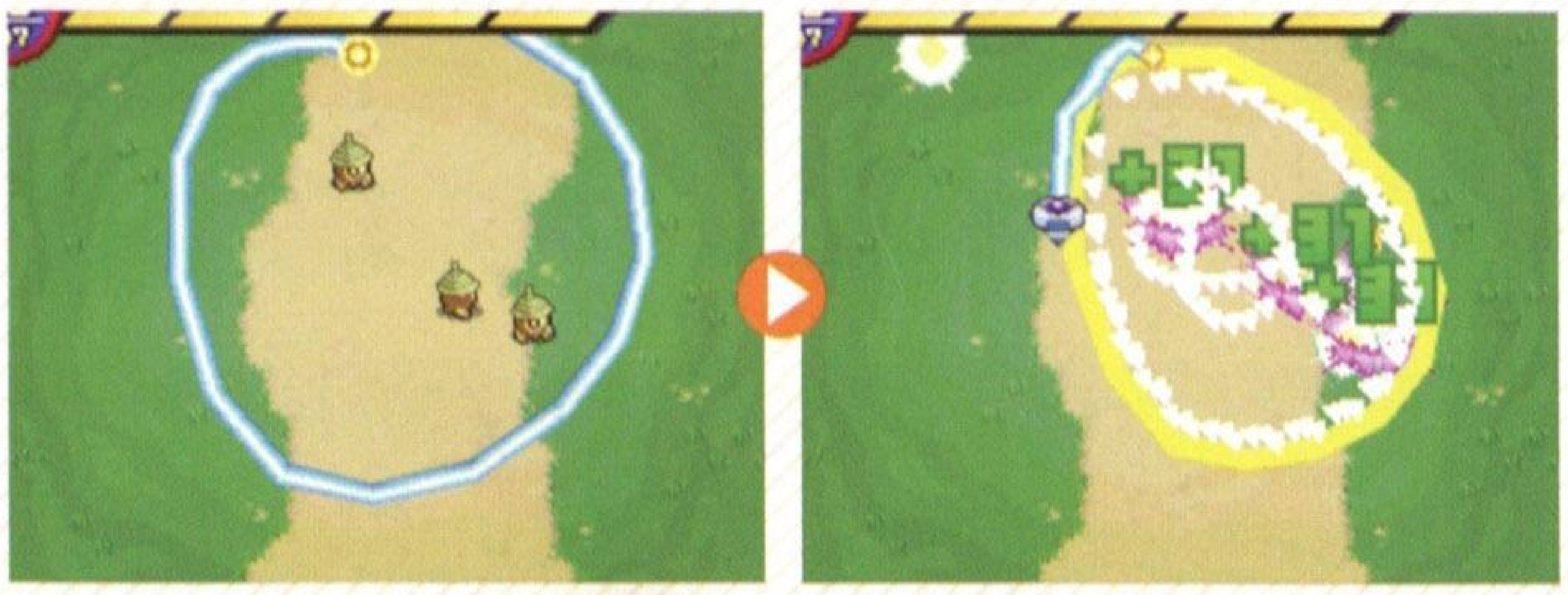
If you aren't familiar with all of the Pokémon in a group battle, circle the whole group once at the start of the battle, then lift your stylus. This will show you how many loops are required to catch each Pokémon. Capture the Pokémon in weakest-to-strongest order, since you're much more likely to find time for six loops than for 25!

Divide and conquer



Many Pokémon attack your Capture Line aggressively, making it nearly impossible to capture other Pokémon in their presence. In this situation, distract the aggressors by scribbling away from the Pokémon you want to catch, which will trick them into attacking in the wrong direction. Loop your true target while the thug is away.

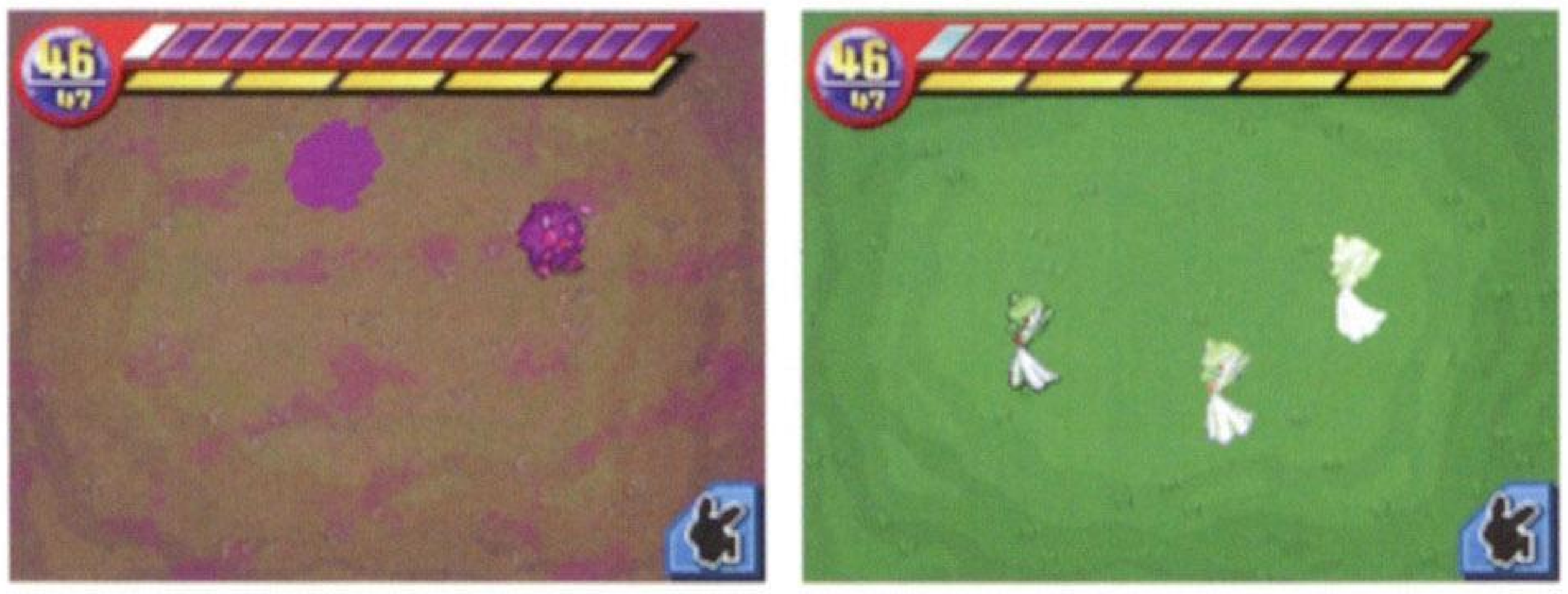
Go for Bonus Exp. Points



The more Pokémon you catch in a single loop, the higher the Exp. Point bonus will be for each Pokémon captured. When battling weak or harmless Pokémon, wait for opportunities to earn big bonus points by looping the whole group. Against tougher Pokémon, you may need some help from your friends; use Poké Assists to stun the group or strengthen your Capture Line.

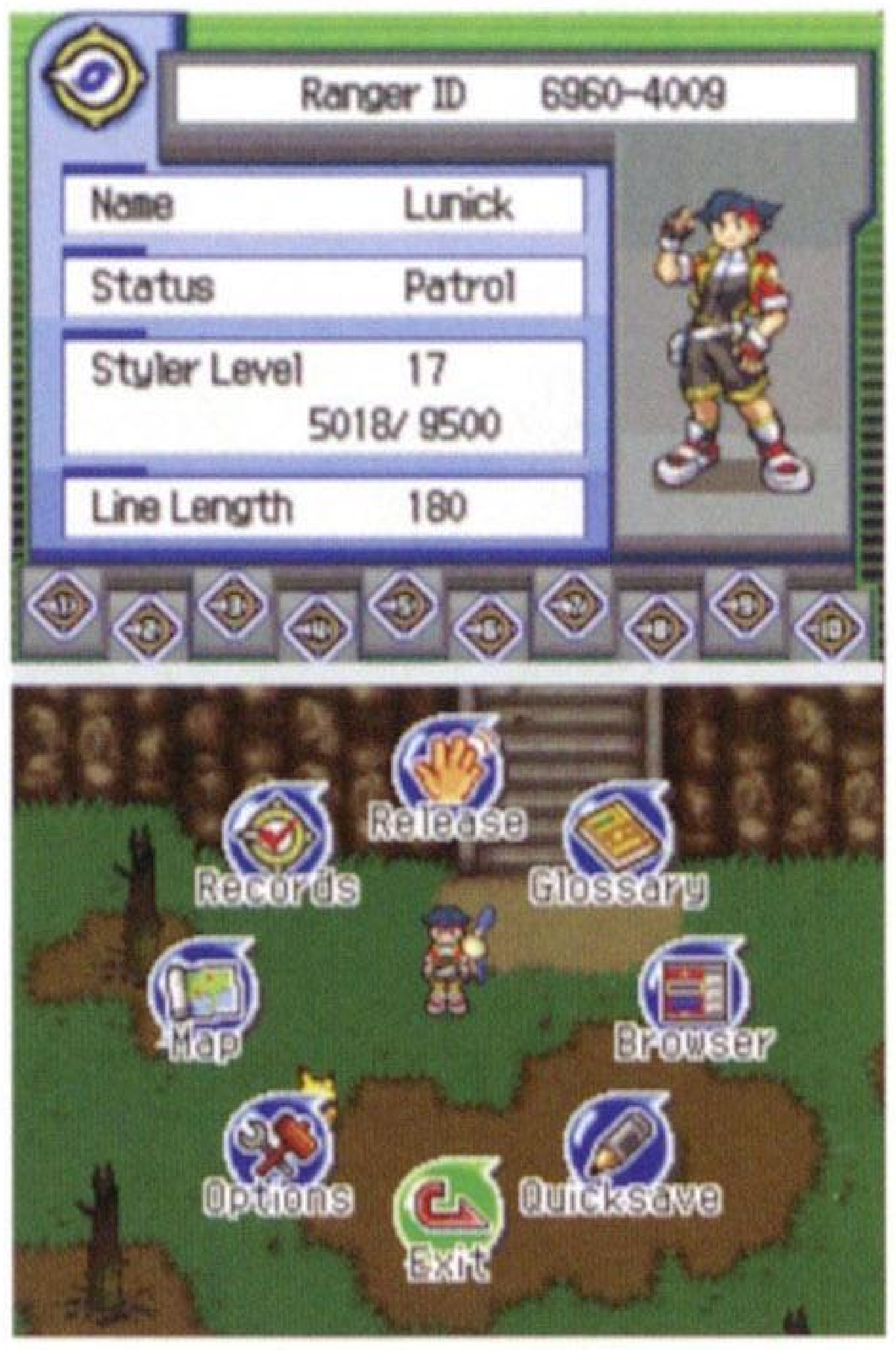
Pokémon Moves

Pokémon will defend themselves with a wide variety of special moves, from fireballs to punch combos to puddles of poisonous goo. Some of these moves are defensive, such as creating a smoke screen to hide a Pokémon's movements, or generating duplicate Pokémon that make it difficult to identify the real target.



Although Pokémon can break your Capture Line by touching it, mere contact usually won't damage your Styler. When Pokémon use defensive abilities like creating duplicates and smoke screens, you can draw circles freely to figure out where the true Pokémon is hiding. But a few evasive tactics can damage your Styler: the thick colored smoke at the center of smoke screens can hurt you, as can most objects (such as puddles and webs) that Pokémon leave on the screen.

Leveling Up



Ranger ID 6960-4009

Name Lunick

Status Patrol

Styler Level 17
5018/ 9500

Line Length 180

Every time you capture a Pokémon, you earn Exp. Points. After you accumulate a set number of Exp. Points, your Styler will go up a level and its maximum energy and line length will increase. (Increased line length allows you to capture Pokémon more easily by drawing wider loops.)

To see how close your Styler is to going up a level, bring up the main menu and check your Styler level on the upper screen. Whenever your Styler levels up, its energy will be filled to the maximum—before you use an Electric Poké Assist to recharge your Styler, you may want to check whether a level-up is imminent.

LEVEL	REQUIRED EXP. POINTS	LINE LENGTH	MAXIMUM ENERGY
01	None	100	4
02	100	105	6
03	200	110	8
04	400	115	10
05	550	120	12
06	650	125	15
07	700	130	18
08	800	135	20
09	1,000	140	23
10	1,200	145	25
11	1,600	150	27
12	2,000	155	30
13	2,500	160	34
14	3,800	165	37
15	4,800	170	40
16	6,000	175	44
17	7,500	180	47
18	9,500	185	50
19	12,500	190	54
20	15,000	200	60

Field Moves

Pokémon have many uses, even outside of combat! Use their Field Moves to clear the myriad obstacles you'll face on your journey.

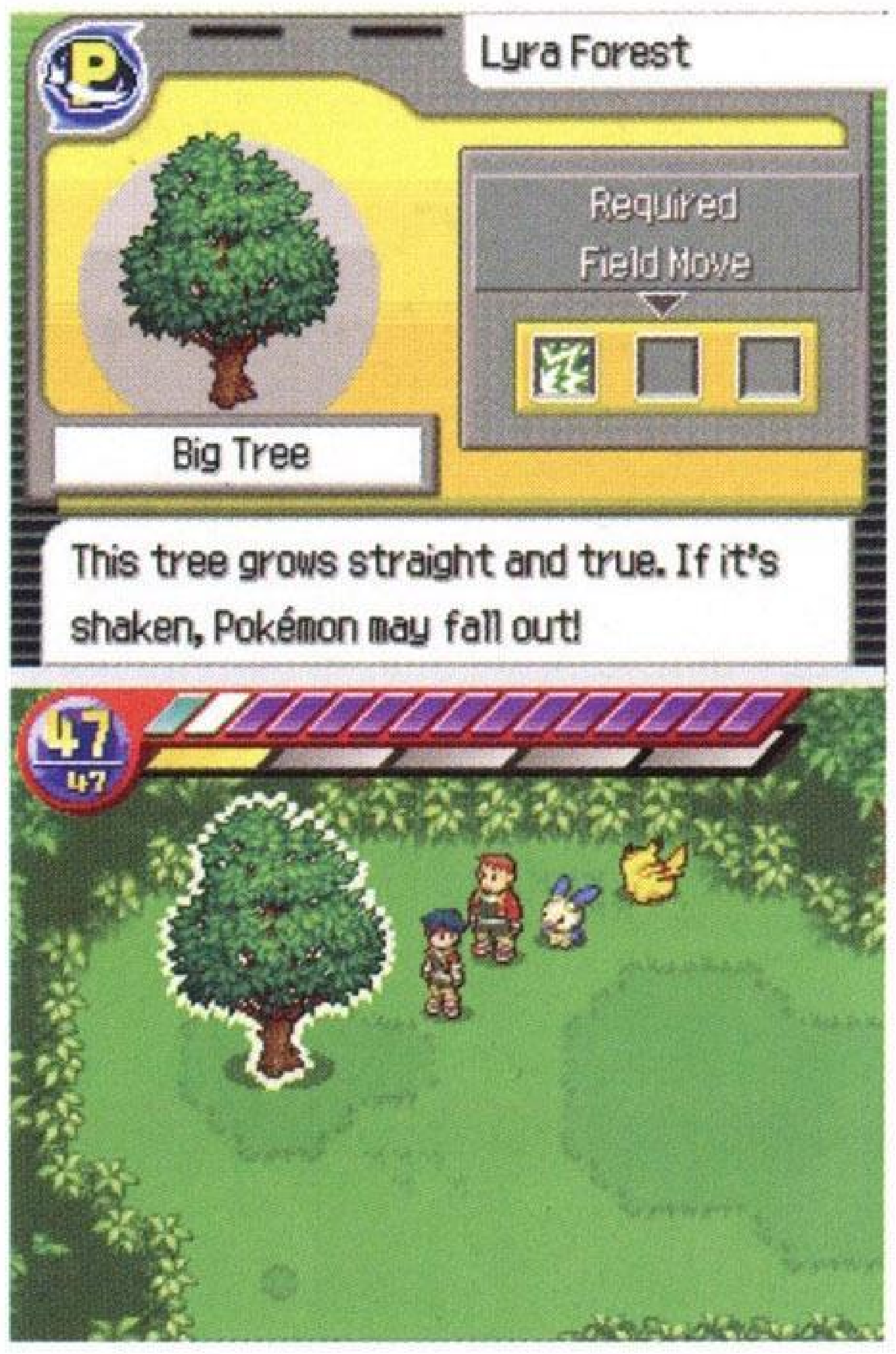
Hazards in the Field

Many Pokémon can alter their environment by using one of the Field Moves detailed here to smash boulders, burn objects, or light up a dark cave. When you catch a Pokémon that has a Field Move, you'll see special icons by its name on your friend list and in its Browser entry. Whenever you get stuck behind a barrier or can't figure out how to proceed in a mission, the solution usually involves catching a Pokémon that has a specific Field Move and using it to clear an obstacle, make a bridge, or pull your party across a gap.

Finding a Solution

Whenever you see an object that stands out in its environment, try tapping it with your stylus. If you can interact with it, a description will appear on the upper screen. Check the Required Field Move section of the description to see what Field Move (represented by an icon) is needed to shake, smash, or affect the object in some other way. Most Field Moves have up to three levels of power—to affect an object that has two icons, you'll need to find a Pokémon that has at least two of the same icon.

To use a Field Move, press your stylus to a Pokémon and drag a line from the Pokémon to the object. When you lift your stylus, the Pokémon will use its move. Afterward, the Pokémon will be released from your party.



Lyra Forest

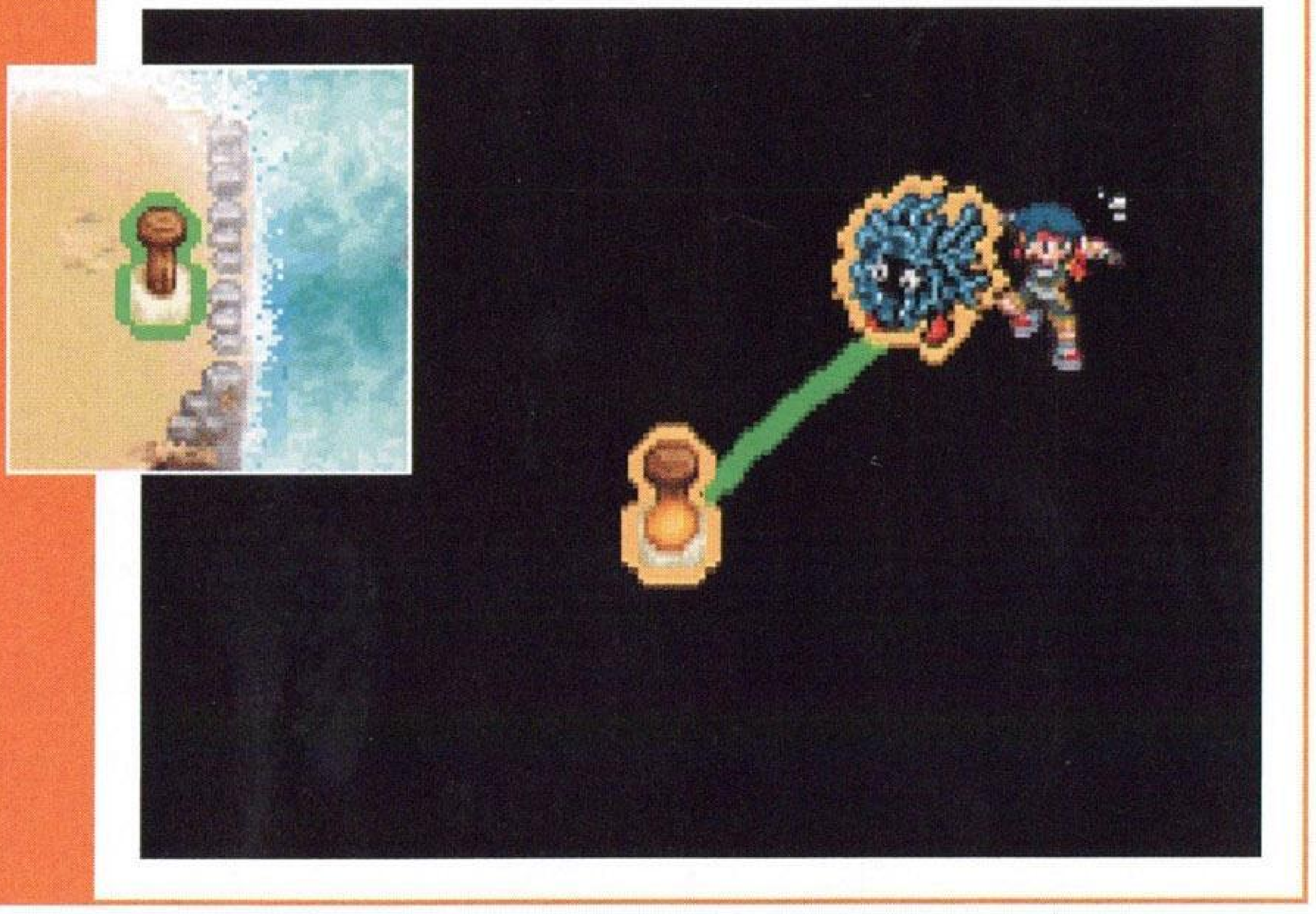
Required Field Move

Big Tree

This tree grows straight and true. If it's shaken, Pokémon may fall out!

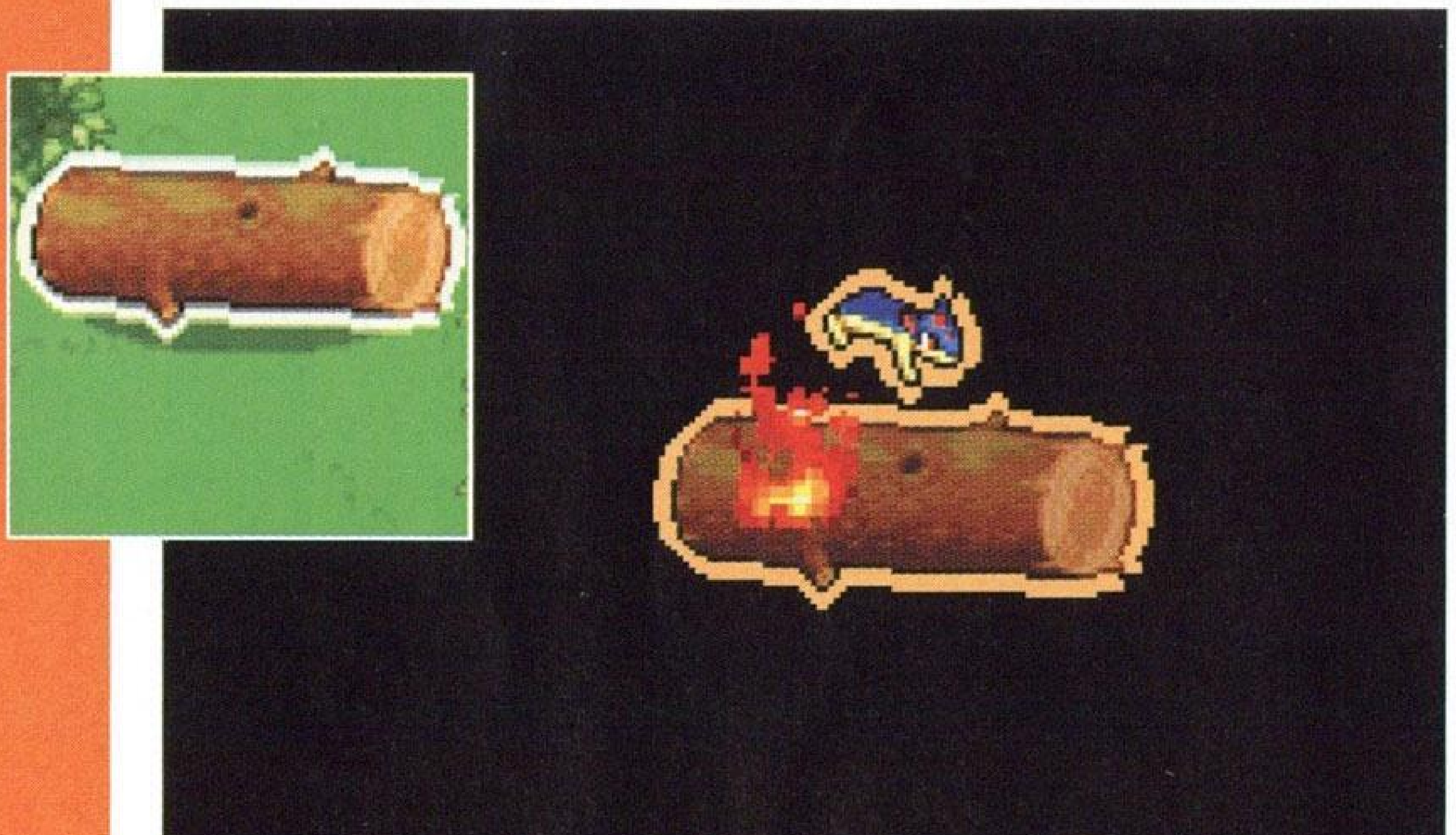
CROSS

Pokémon that have the Cross Field Move can wrap a whiplike tendril around a distant post to pull your entire party across short gaps. The Cross Field Move has only one level.



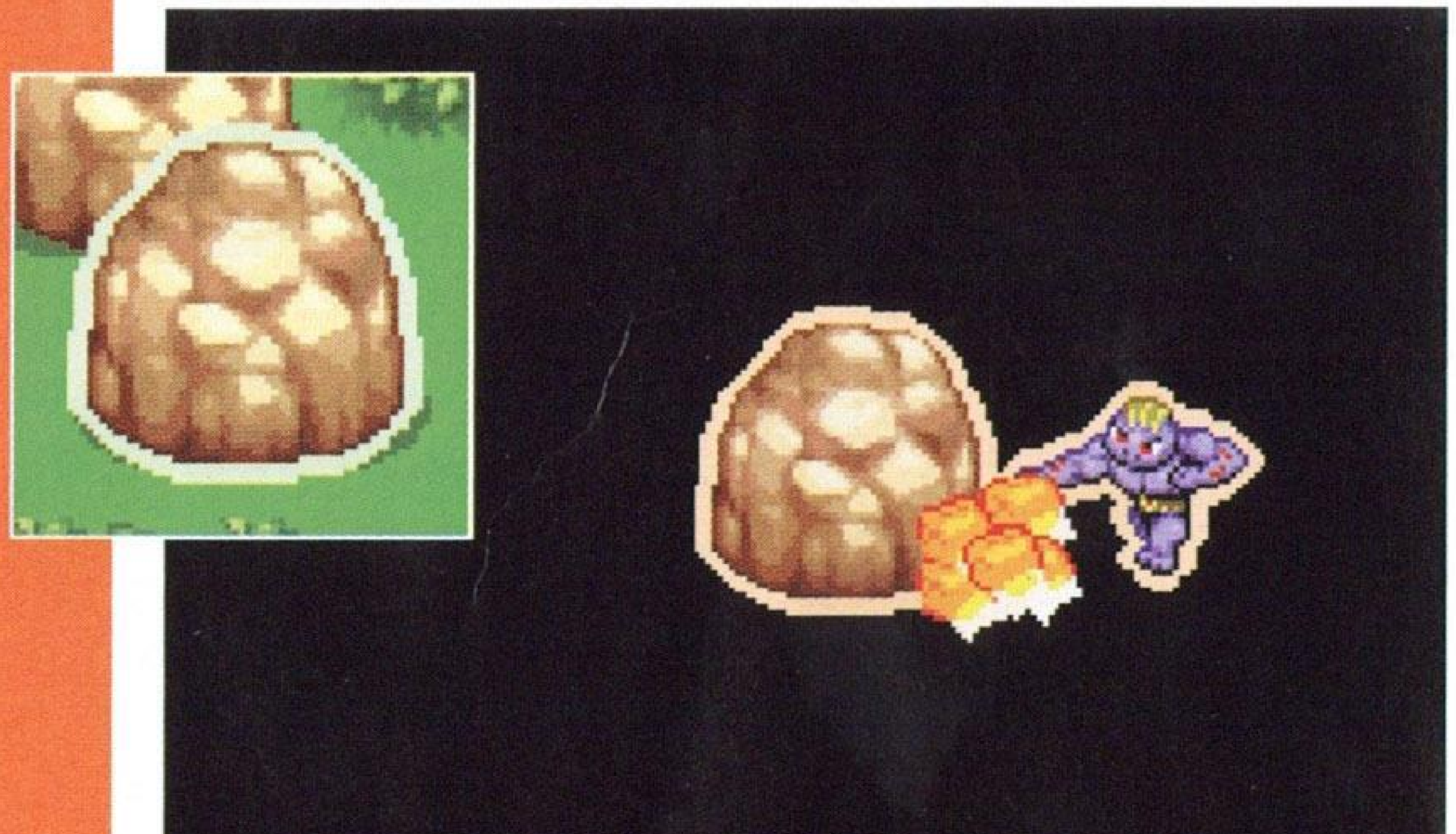
BURN

The Burn Field Move known by many Fire-group Pokémon can incinerate flammable objects such as hay bales and fallen trees. At high levels the heat is intense enough to melt piles of scrap metal!



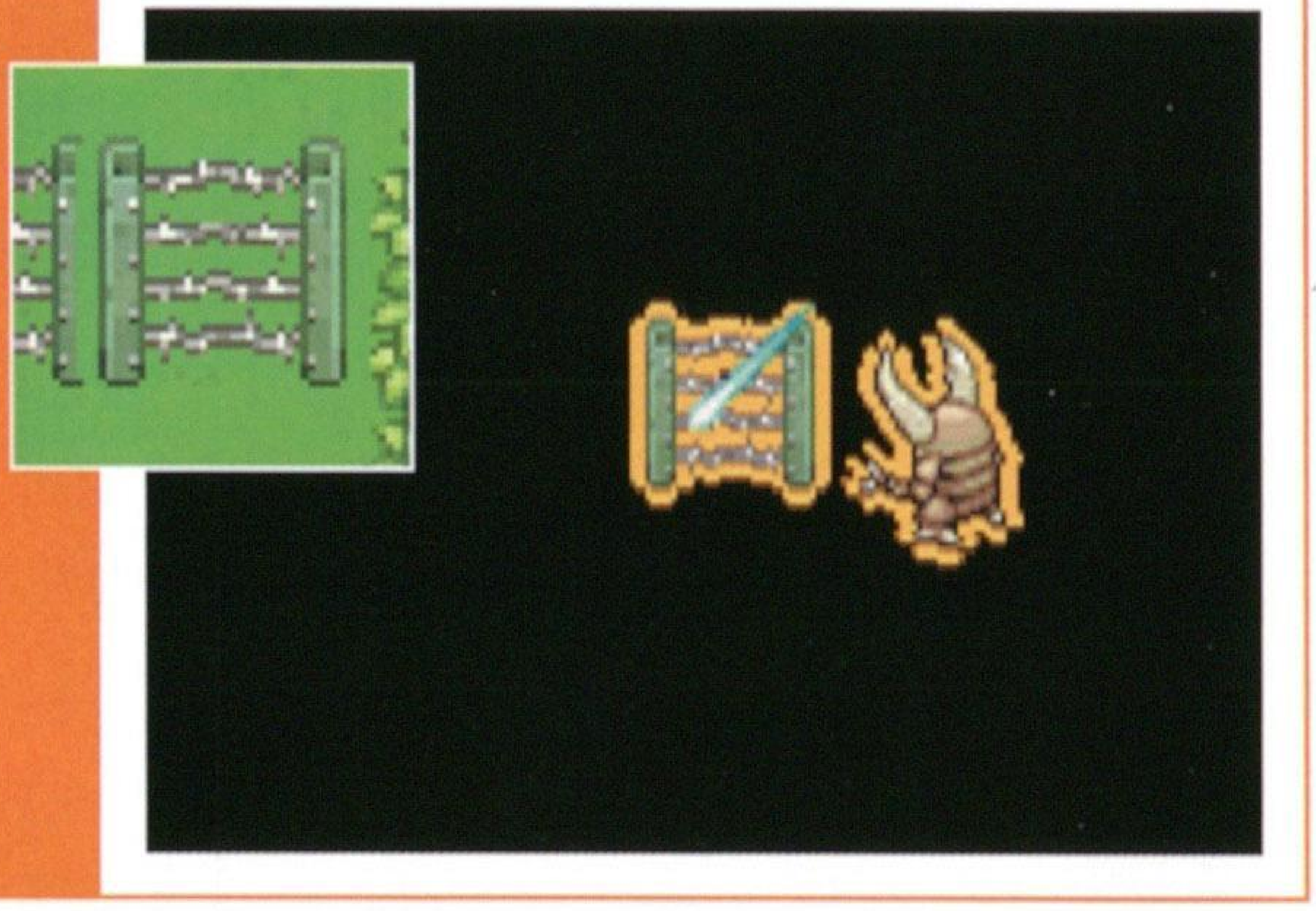
CRUSH

Some Pokémon have the ability to smash boulders, rockfalls, and cracked walls. This Crush Field Move is the domain of Fighting-group members and other unusually strong Pokémon.



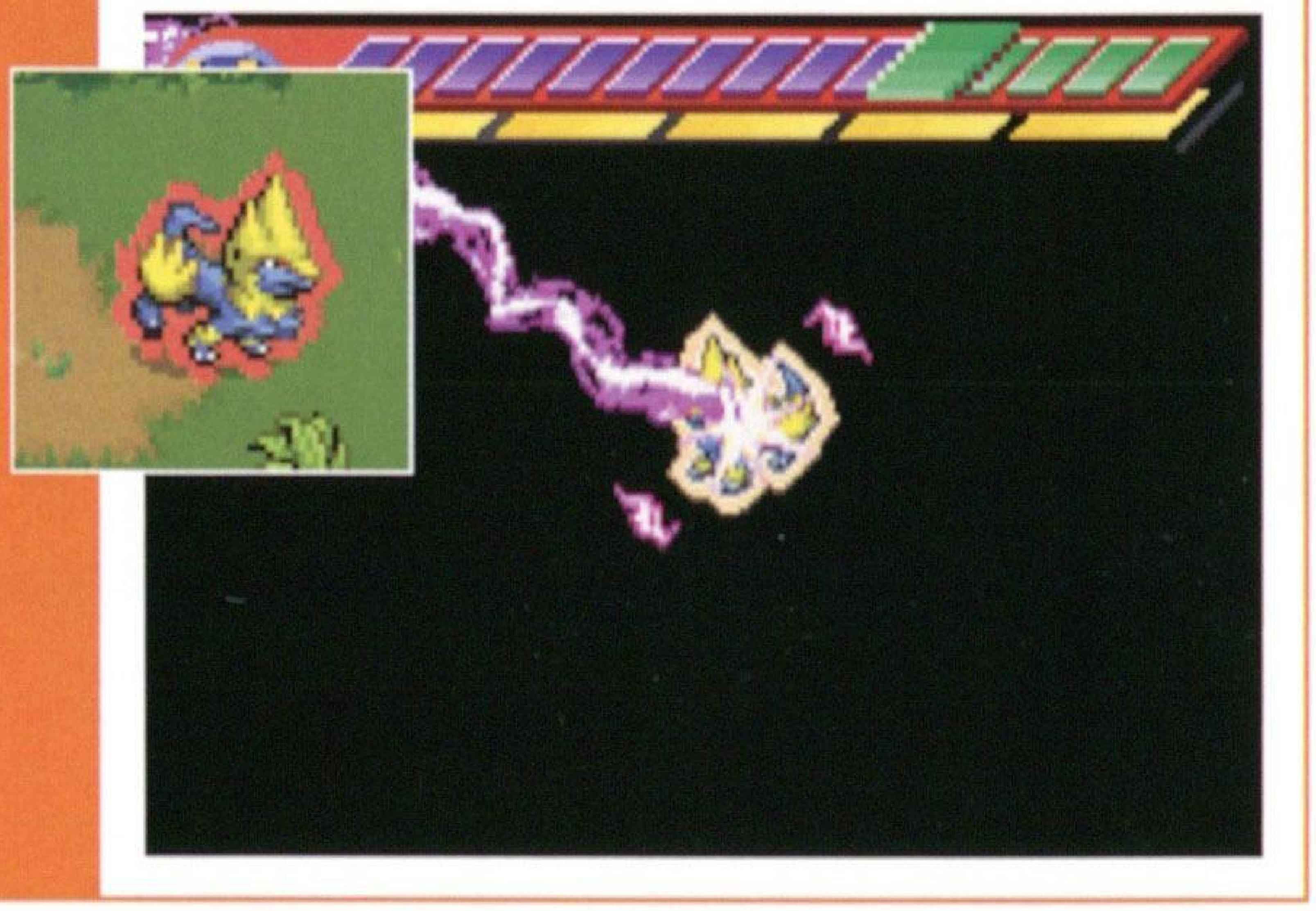
CUT

Pokémon with unusually sharp fangs and claws often have the ability to slice through obstacles. The Cut Field Move can clear a wide array of barriers, including signs, shrubs, and even metal fences.



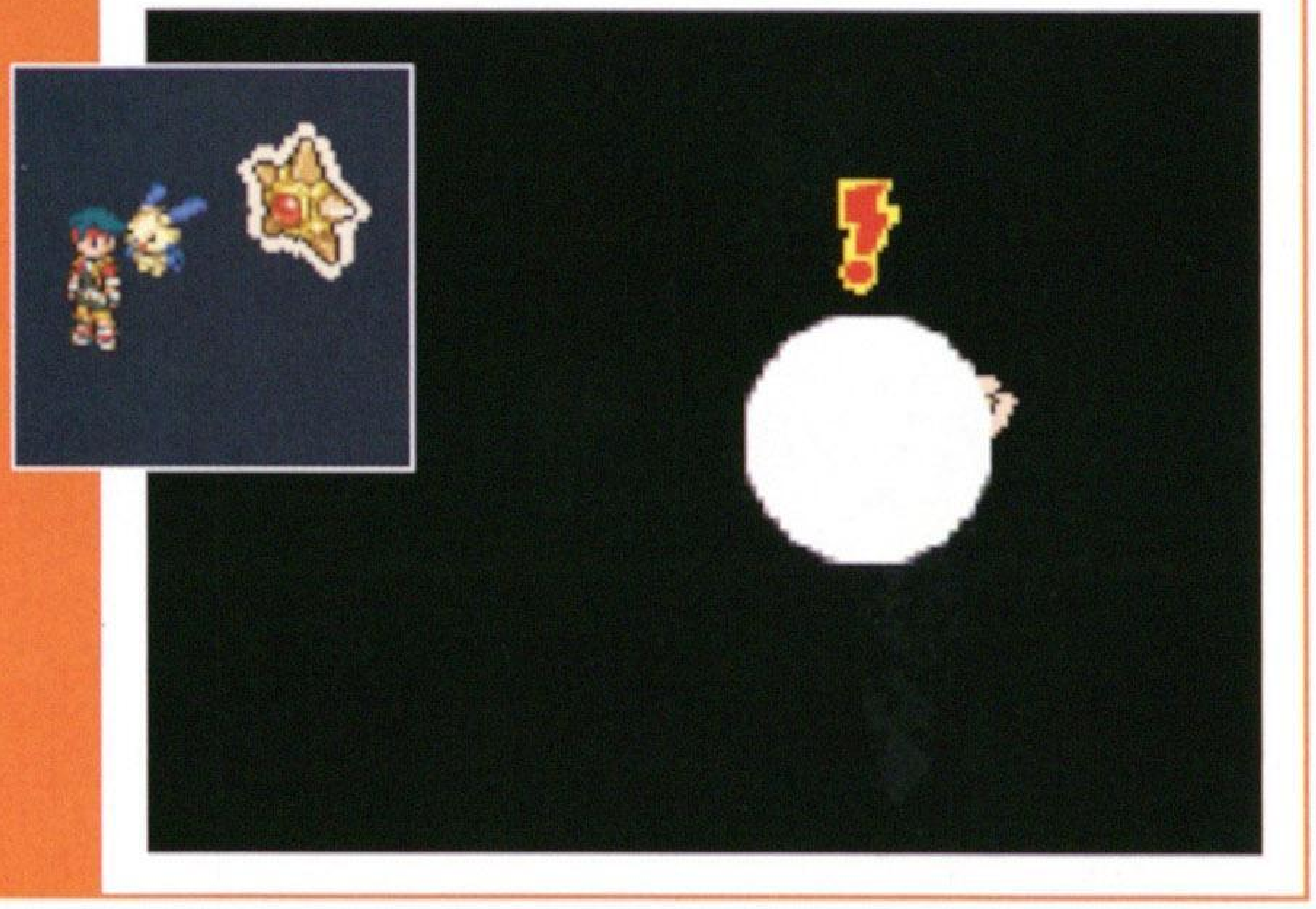
RECHARGE

Recharge is the Field Move version of the Electric Poké Assist. Most Electric-group Pokémon know it; the move can restore lost energy to a damaged Styler. See page 15 for details.



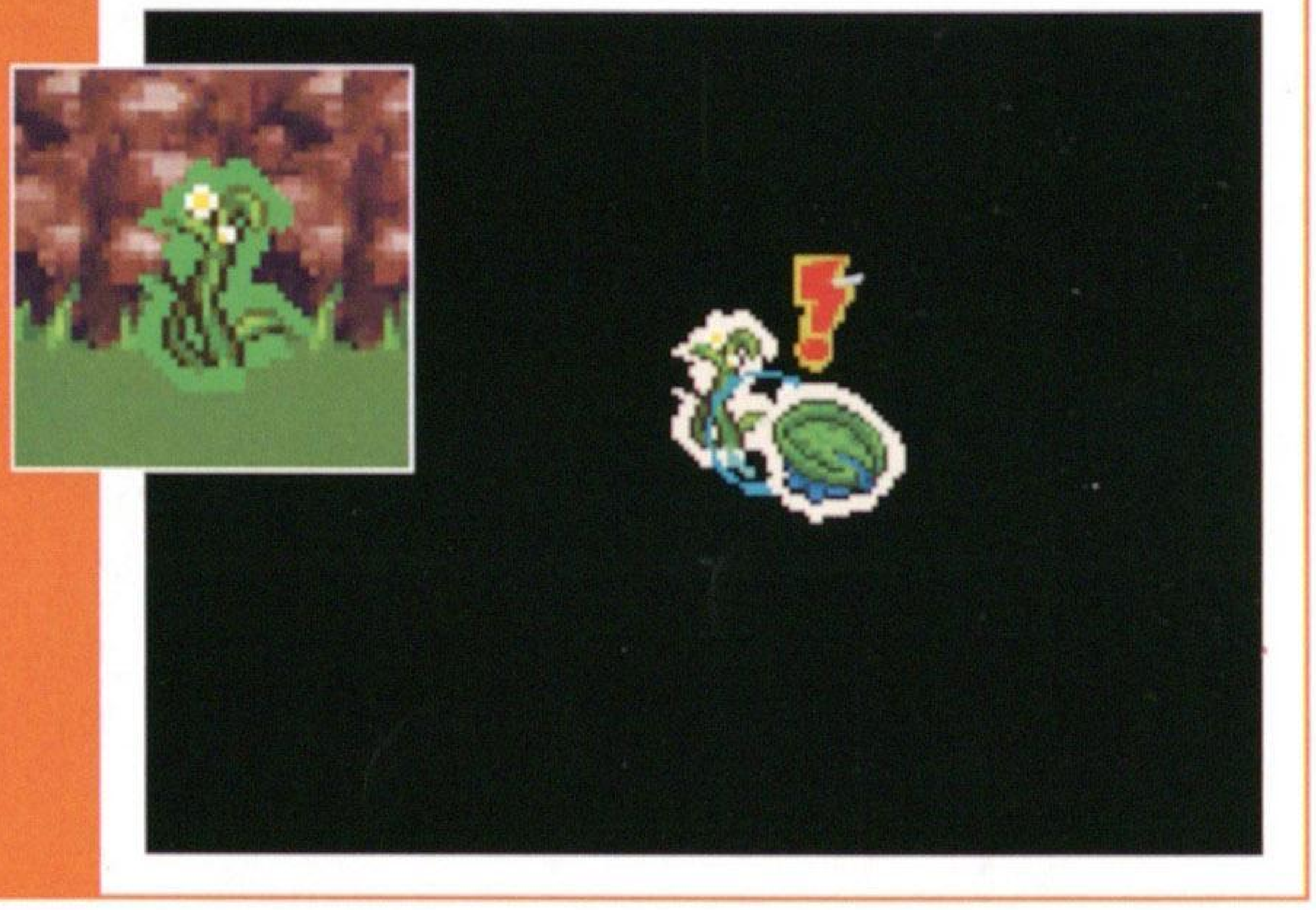
FLASH

This is the rarest of all Field Moves—Staryu is the only Pokémon that has it! Flash can emit a burst of light that permanently illuminates a dark room.



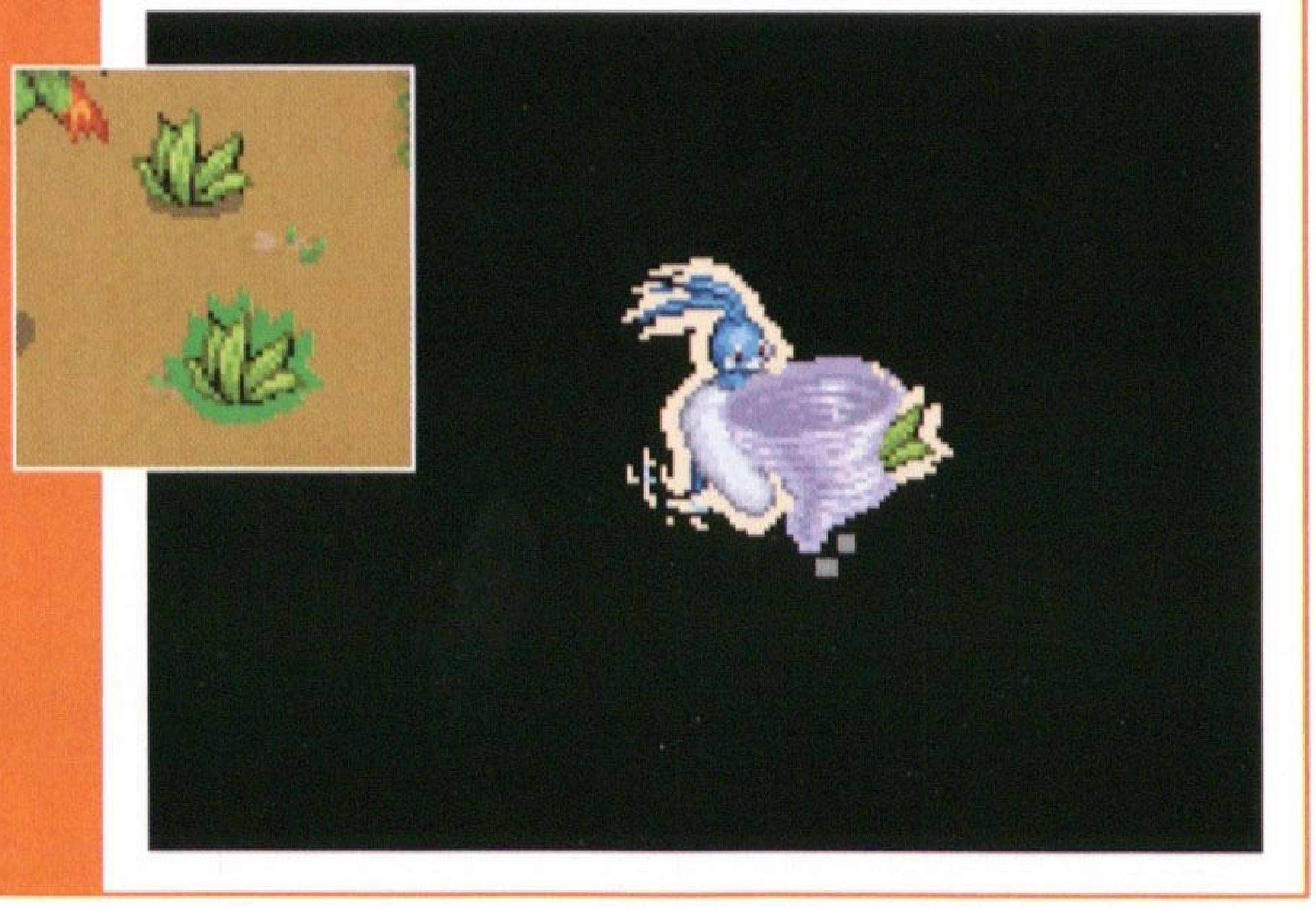
SOAK

The Soak Field Move can extinguish fires and clear pools of magma. It can also be used on young plants to make them grow rapidly, creating vines that the hero can climb to scale ledges.



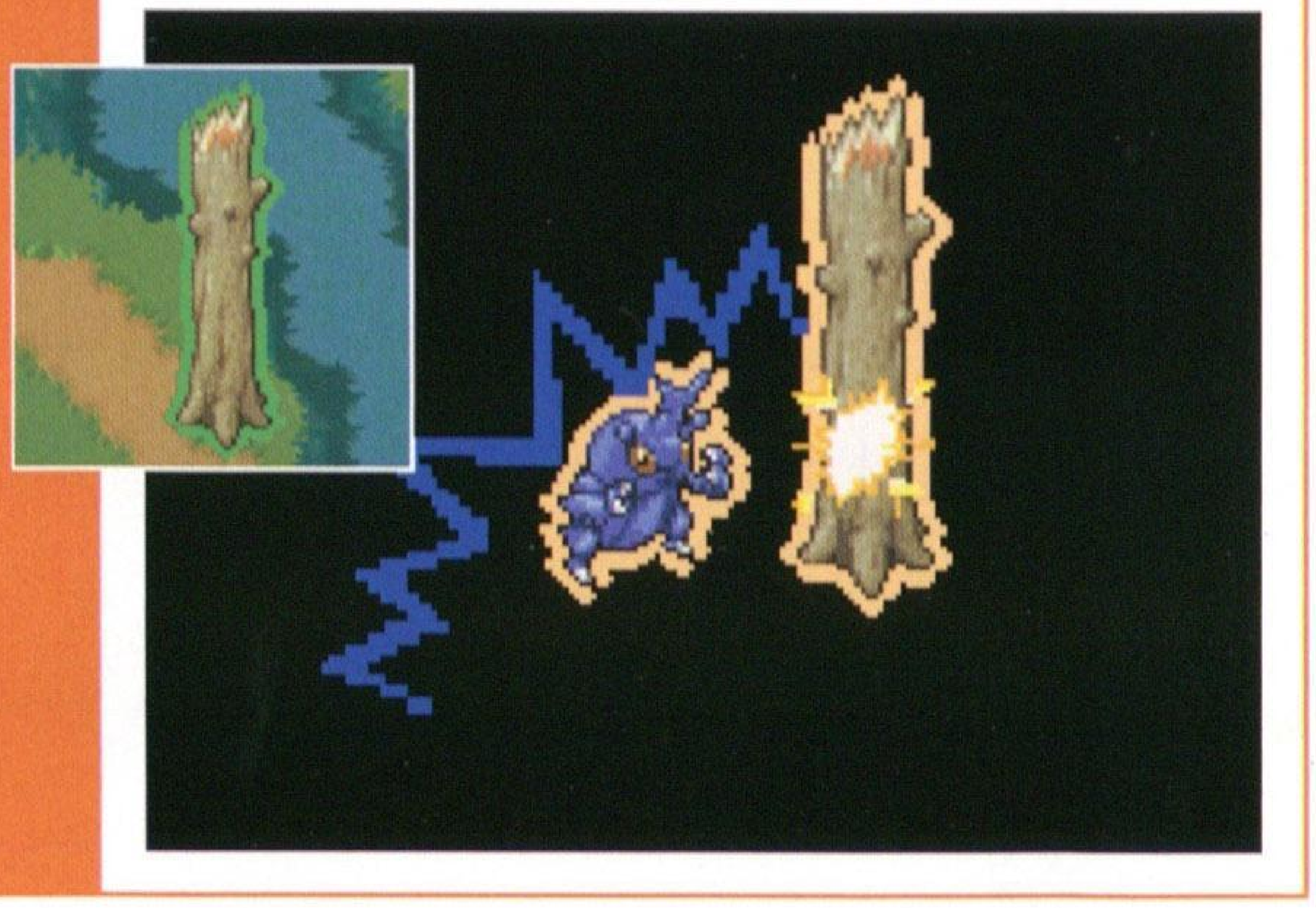
GUST

A few flying Pokémon have the ability to create gusts of wind. Opportunities to unleash this Field Move are rare; use it on objects like plants and mushrooms to reveal Pokémon such as Oddish and Parasect.



TACKLE

Pokémon that have the Tackle Field Move can charge with incredible force to shake objects out of trees, knock crates aside, or even topple dead trees to create bridges.

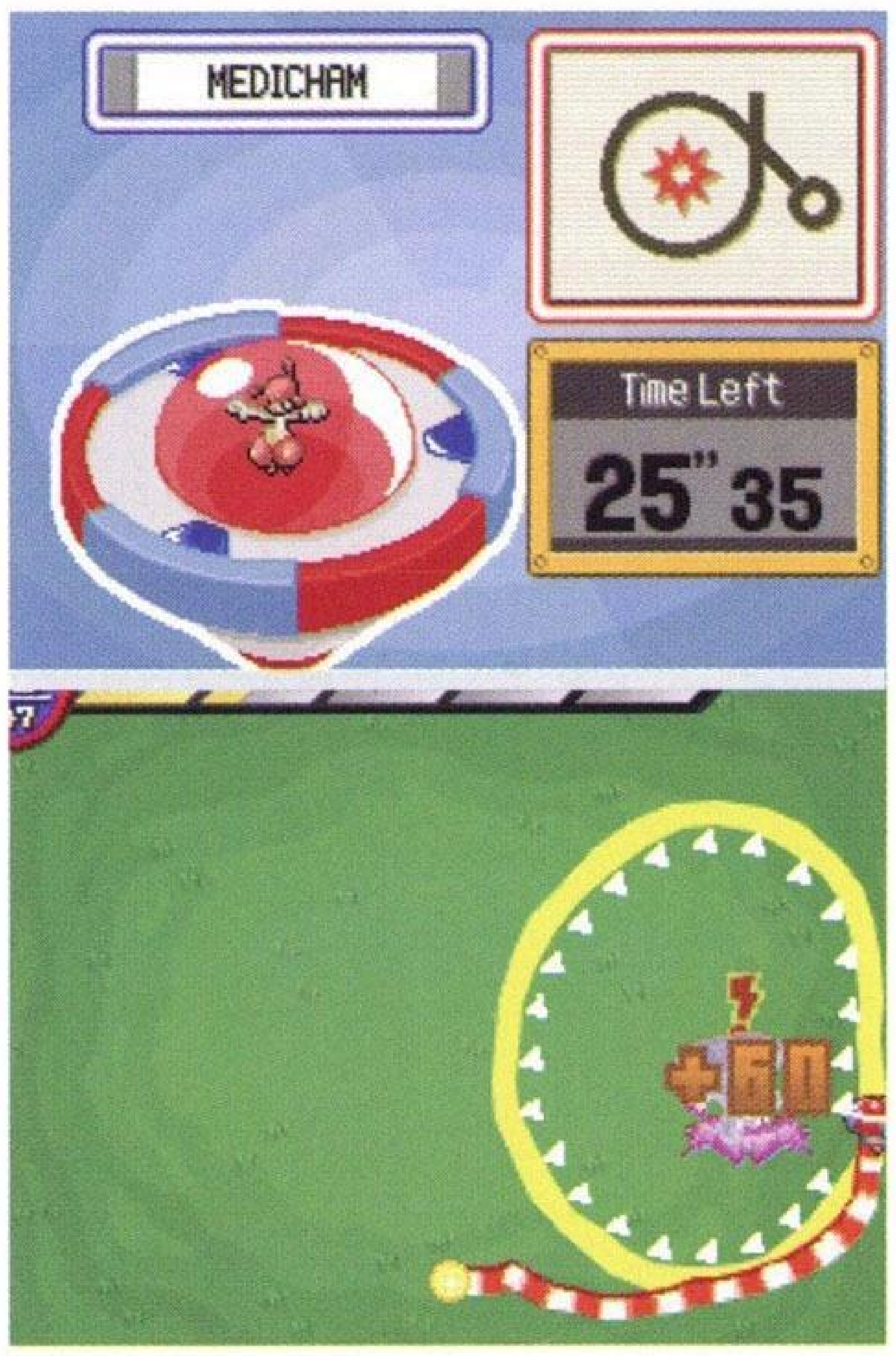


Poké Assists

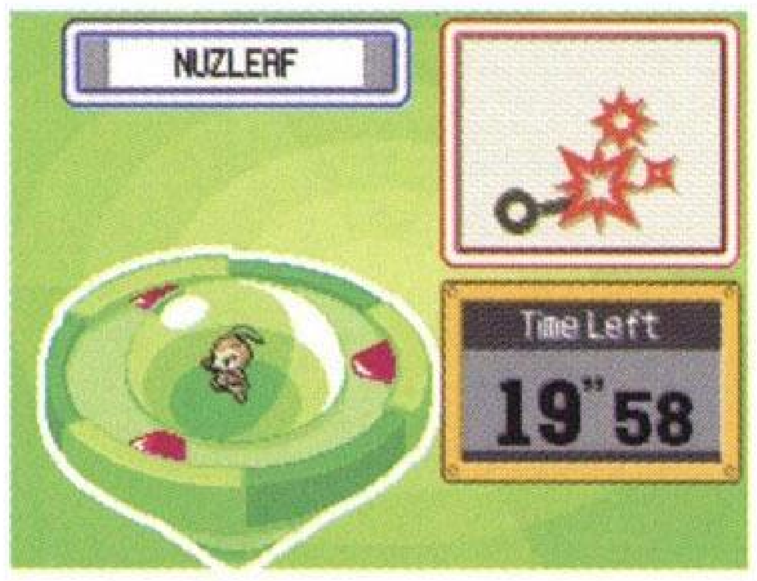
Poké Assists are the key to victory in difficult battles. When the right friend is powering your Capture Disc, no Pokémon can evade you!

In Need of Some Assistance?

Capture a wide variety of Pokémon on your journeys so you'll always have a diverse arsenal of Poké Assists to use against challenging foes. To activate a Poké Assist, tap the Minun/Plusle icon in the corner of the screen and select a friend Pokémon. After you choose, watch for the up or down arrow that indicates if your assist will dominate or fizzle against its intended target.



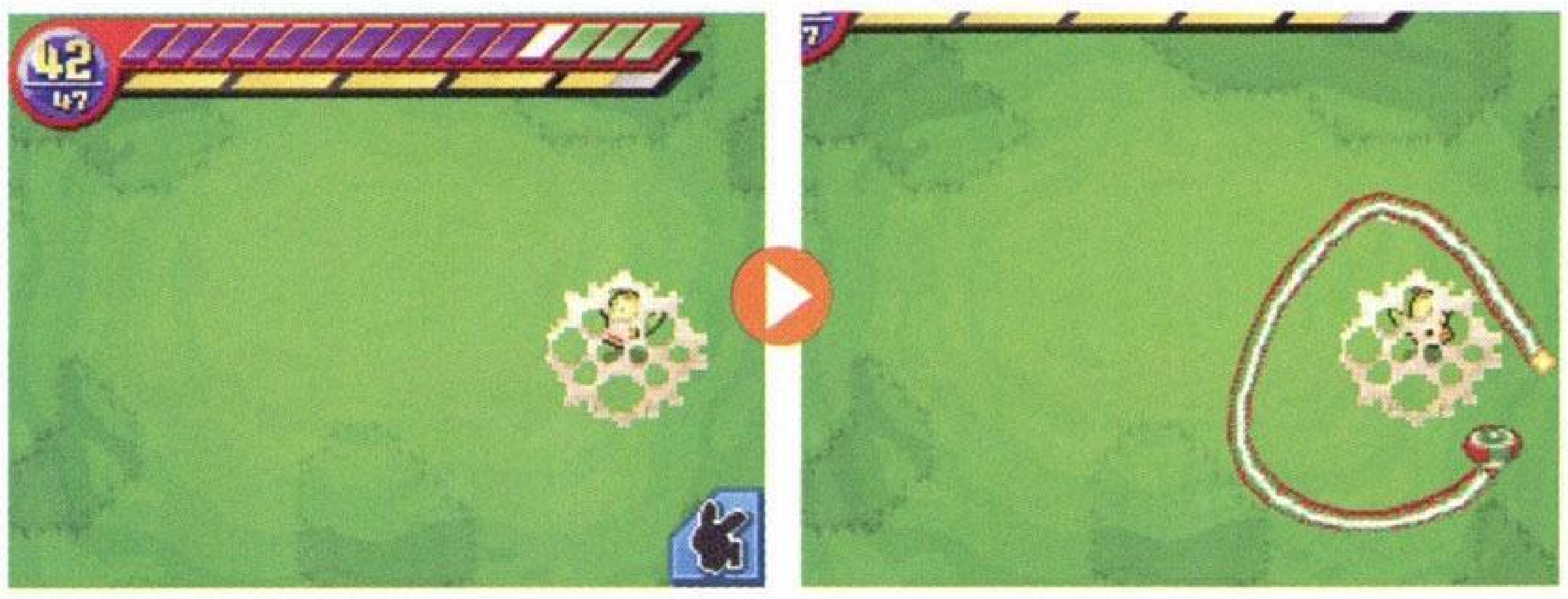
Don't Forget



Poké Assists that enhance your Capture Line won't last forever—the upper screen tells you how much time is left on the clock. The diagram above the timer reminds you how the Poké Assist is meant to be used.

BUG

After you activate the Bug Poké Assist, draw a short line that points to a foe. When you lift the stylus, a gob of webbing will shoot at that foe, trapping it in a manner similar to the Water Poké Assist's bubble. Catching web-trapped foes is a snap, but it can be tricky to catch fast-moving Pokémon with this Poké Assist.

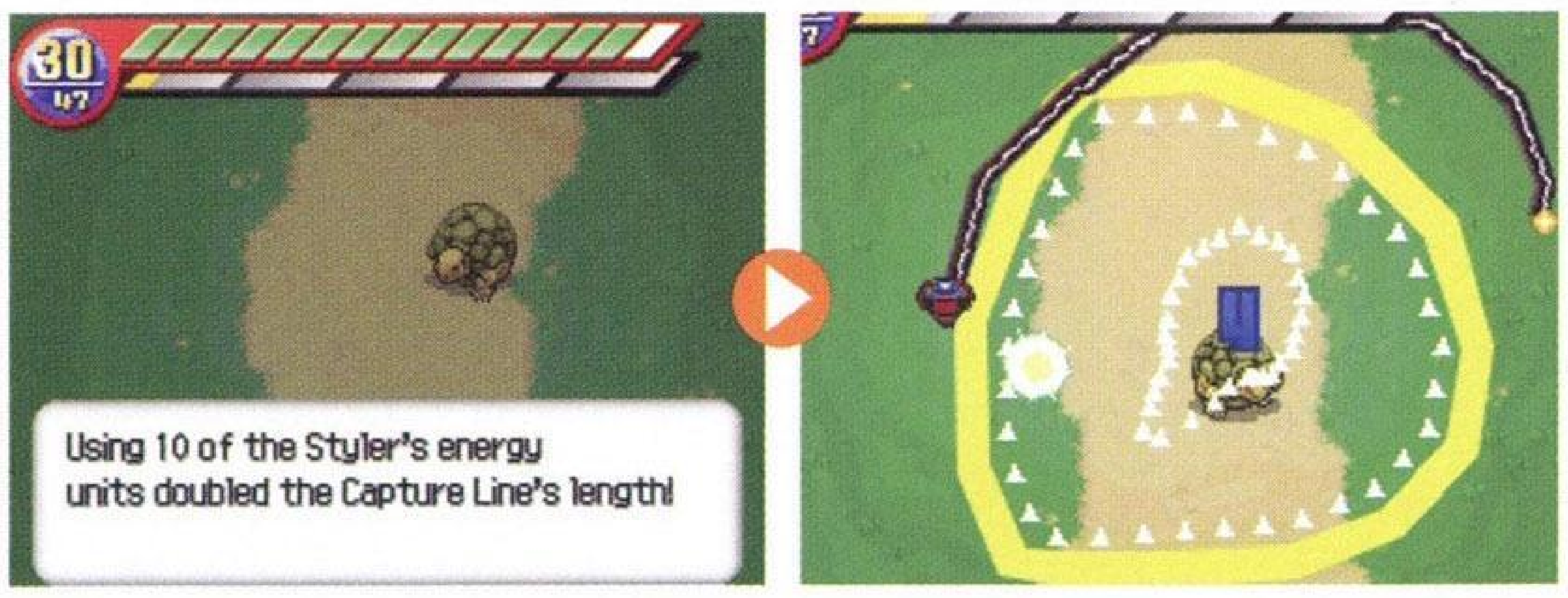


SUPEREFFECTIVE VS.	
Grass	Psychic
Dark	

MINIMALLY EFFECTIVE VS.	
Fighting	Poison
Flying	Ghost
Fire	Steel

DARK

This Poké Assist doubles the length of your Capture Line, but steals 1/4 of your remaining Styler energy (the effect lasts five seconds per energy bar taken). The double-length line allows you to circle almost the entire screen, making it easier to circle Pokémon as they attack. The enhanced Capture Line affects all Pokémon groups equally.



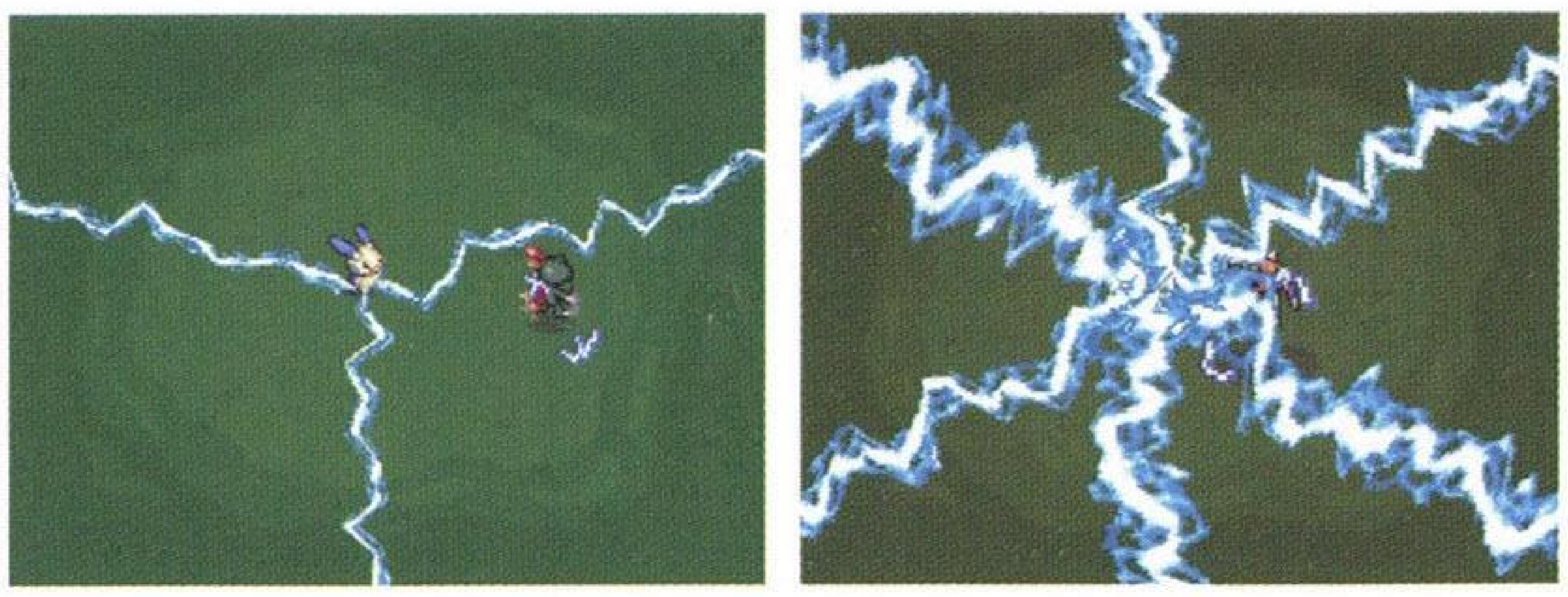
Using 10 of the Styler's energy units doubled the Capture Line's length!

SUPEREFFECTIVE VS.
n/a

MINIMALLY EFFECTIVE VS.
n/a

DISCHARGE

After you trigger this Poké Assist, Plusle or Minun will discharge waves of electricity that stun all foes. The brief lag before the effect can make it tricky to time this Poké Assist effectively, especially with Pokémon who go offscreen, but you may be able to try again if you miss—you recharge Plusle or Minun every time you loop a foe.

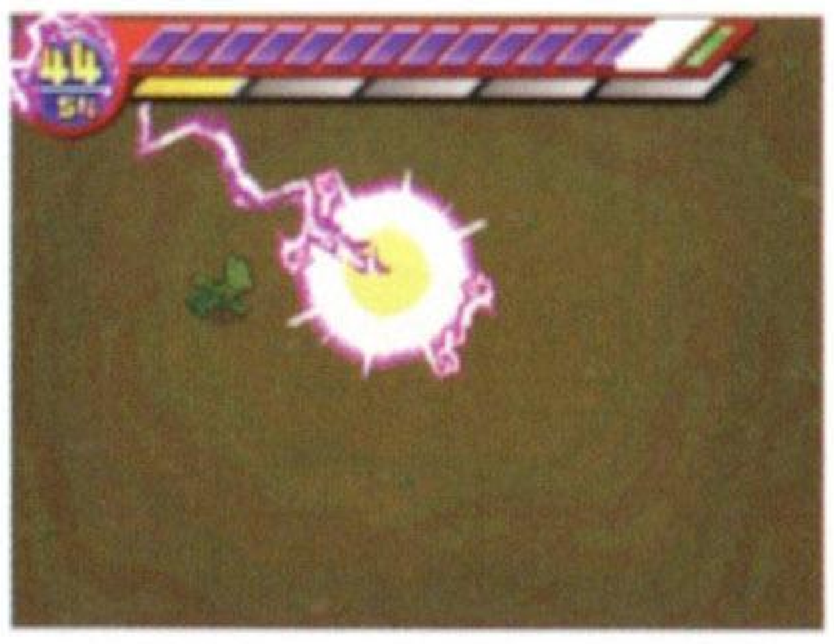


SUPEREFFECTIVE VS.	
Flying	Water

MINIMALLY EFFECTIVE VS.	
Electric	Grass
Ground	Dragon

ELECTRIC

The Electric Poké Assist can recharge your damaged Styler (see the chart to the right). It can be used by all Pokémon that have the Recharge Field Move, and its strength is based on the level of that Field Move. All Electric-group Pokémon except Minun and Plusle have this Poké Assist, making the group a reliable source of Styler energy.



Meter Recharge

●	Charges Up To 5 Bars
● ●	Charges Up To 15 Bars
● ● ●	Full Charge

SUPEREFFECTIVE VS.

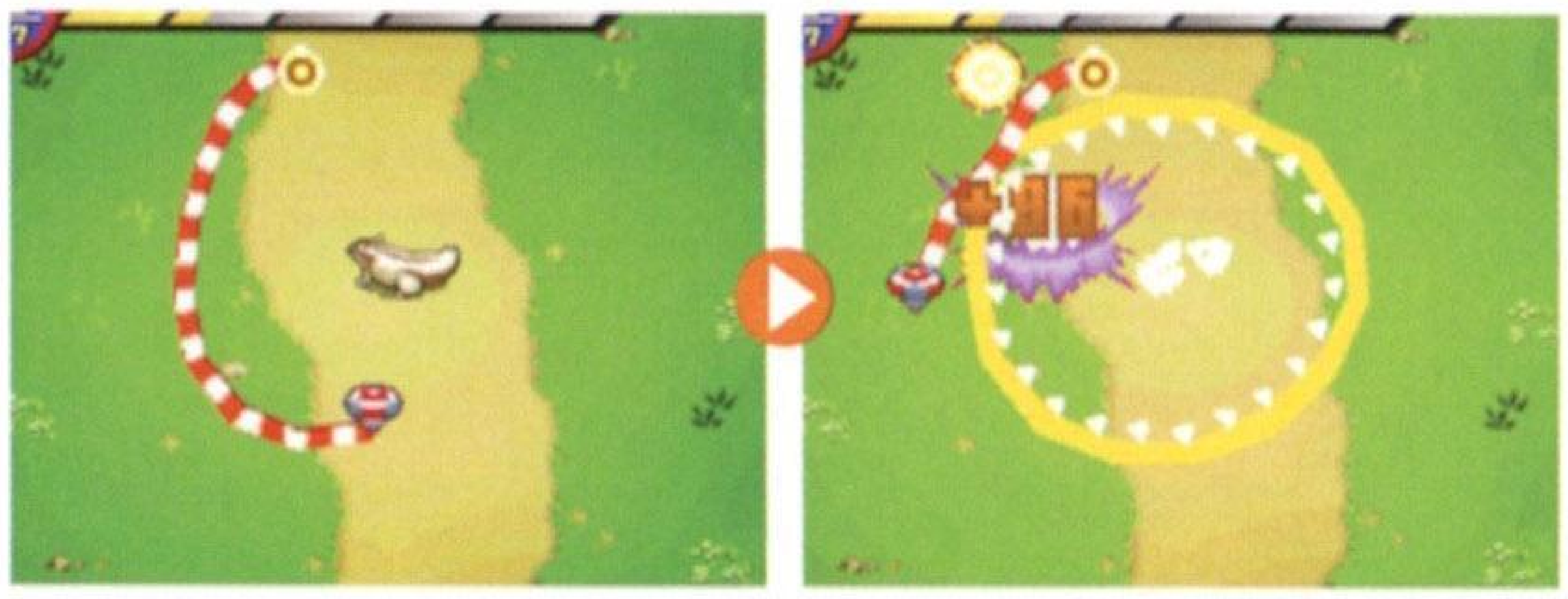
n/a	

MINIMALLY EFFECTIVE VS.

n/a	

FIGHTING

The Fighting Poké Assist doubles the Capture Line's power against most foes, allowing you to use just five circles to capture a foe that has 10 required loops, for instance. When used against groups that the Fighting Poké Assist is supereffective against, the line's power is actually tripled! However, it has no effect on Ghost-group Pokémon.



SUPEREFFECTIVE VS.

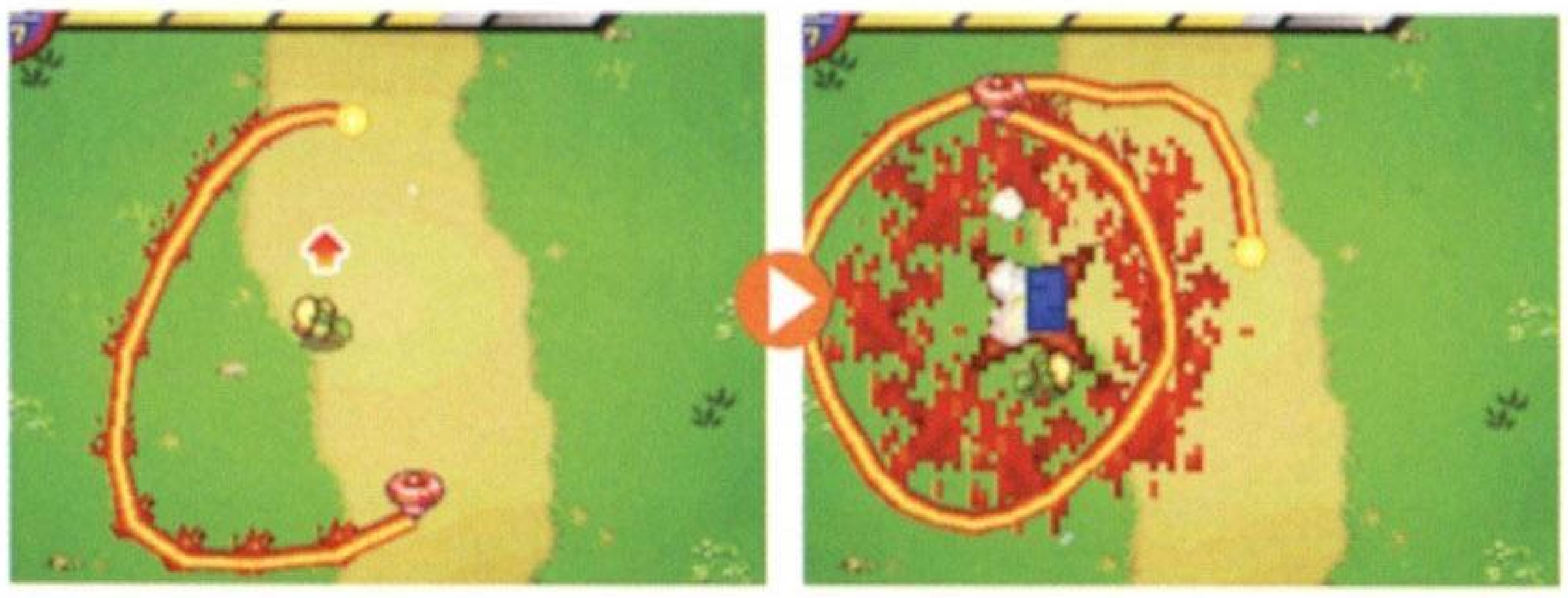
Normal	Rock
Ice	Dark
Steel	

MINIMALLY EFFECTIVE VS.

Ghost	

FIRE

The Fire Poké Assist sets your Capture Line ablaze. For a short time, all Pokémon that touch the flames will lose the ability to attack, and will be slowed. By looping a target repeatedly you can create an inferno that prevents your target from attacking and limits its mobility severely!



SUPEREFFECTIVE VS.

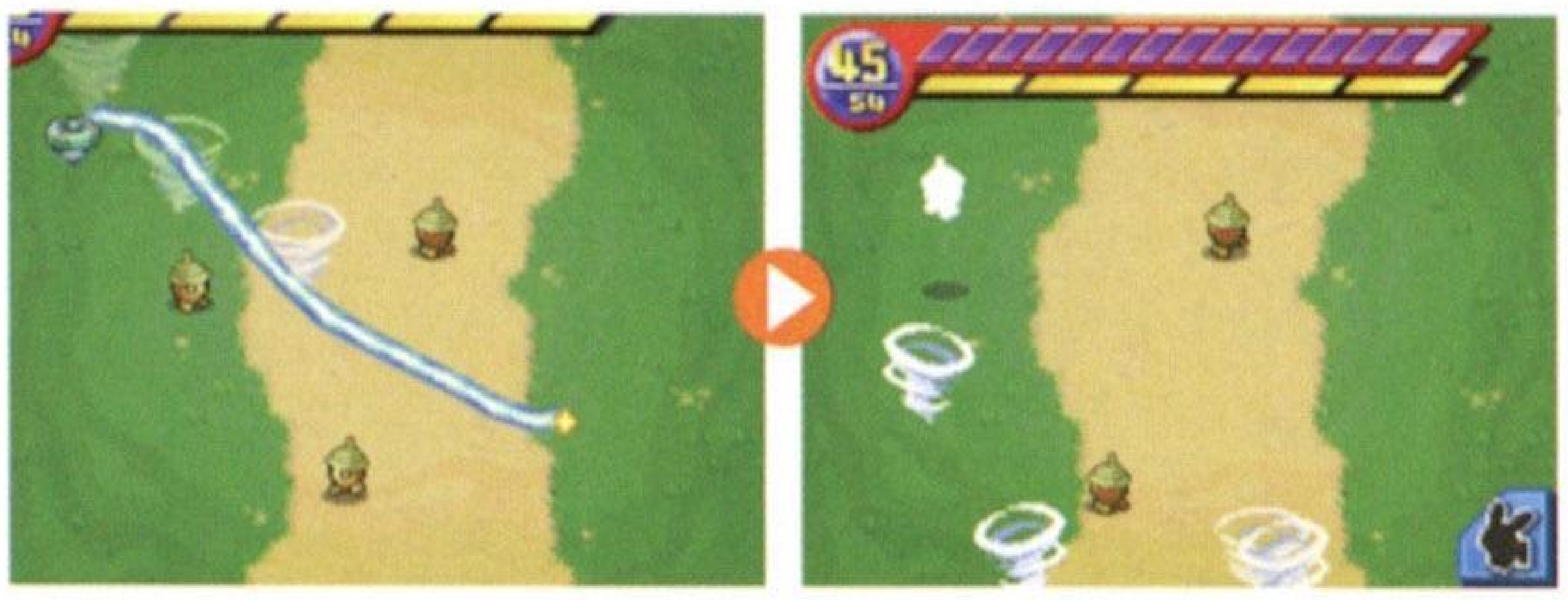
Grass	Ice
Bug	Steel

MINIMALLY EFFECTIVE VS.

Rock	Fire
Water	Dragon

FLYING

Whenever you draw a line and lift your stylus after activating a Flying Poké Assist, you'll shoot a Pokémon-immobilizing whirlwind in the direction of the line. When you circle a Pokémon you'll send whirlwinds scattering outside the loop in all directions, making this Poké Assist especially effective against large groups.



SUPEREFFECTIVE VS.

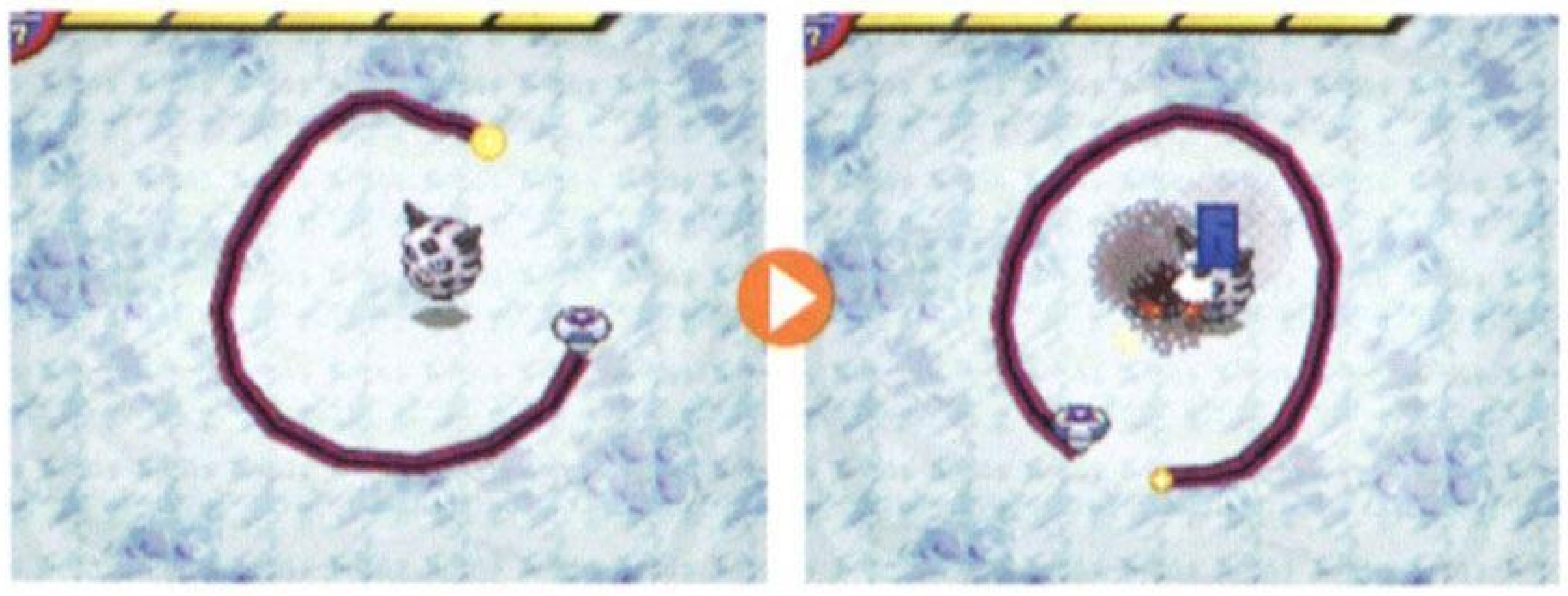
Fighting	Bug
Grass	

MINIMALLY EFFECTIVE VS.

Rock	Electric
Steel	

GHOST

This Poké Assist is an extremely effective way to catch lone Pokémon. When you circle a Pokémon, a ghost will appear in the center of the circle and immobilze your target. The ghost will remain for as long as you keep circling, so if your target doesn't resist it after the first loop, you're practically guaranteed success.



SUPEREFFECTIVE VS.

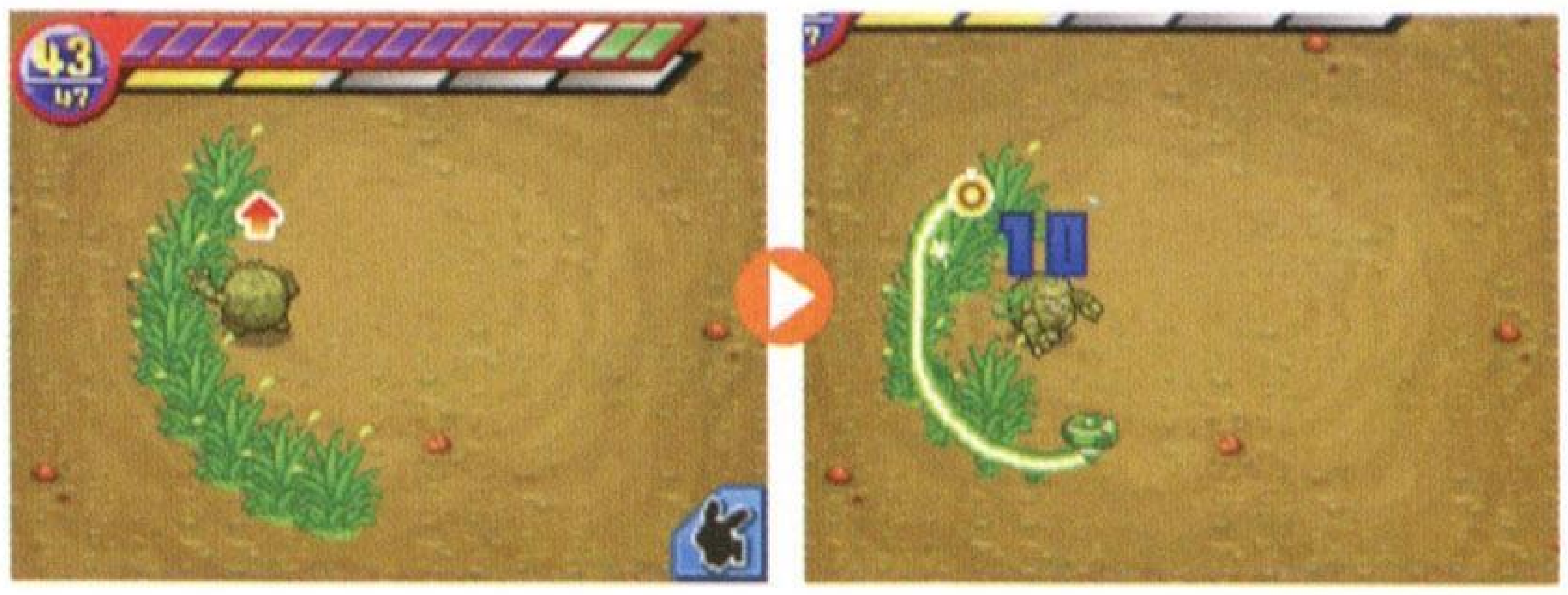
Ghost	Psychic

MINIMALLY EFFECTIVE VS.

Normal	Dark
Steel	

GRASS

This Poké Assist plants blades of grass wherever your Capture Disc travels, leaving barriers that can ensnare Pokémon. The Grass Poké Assist can be effective against fast-moving Pokémon and targets that attempt to flee, but it is minimally effective against many Pokémon groups and useless against Pokémon who float or fly.



SUPEREFFECTIVE VS.

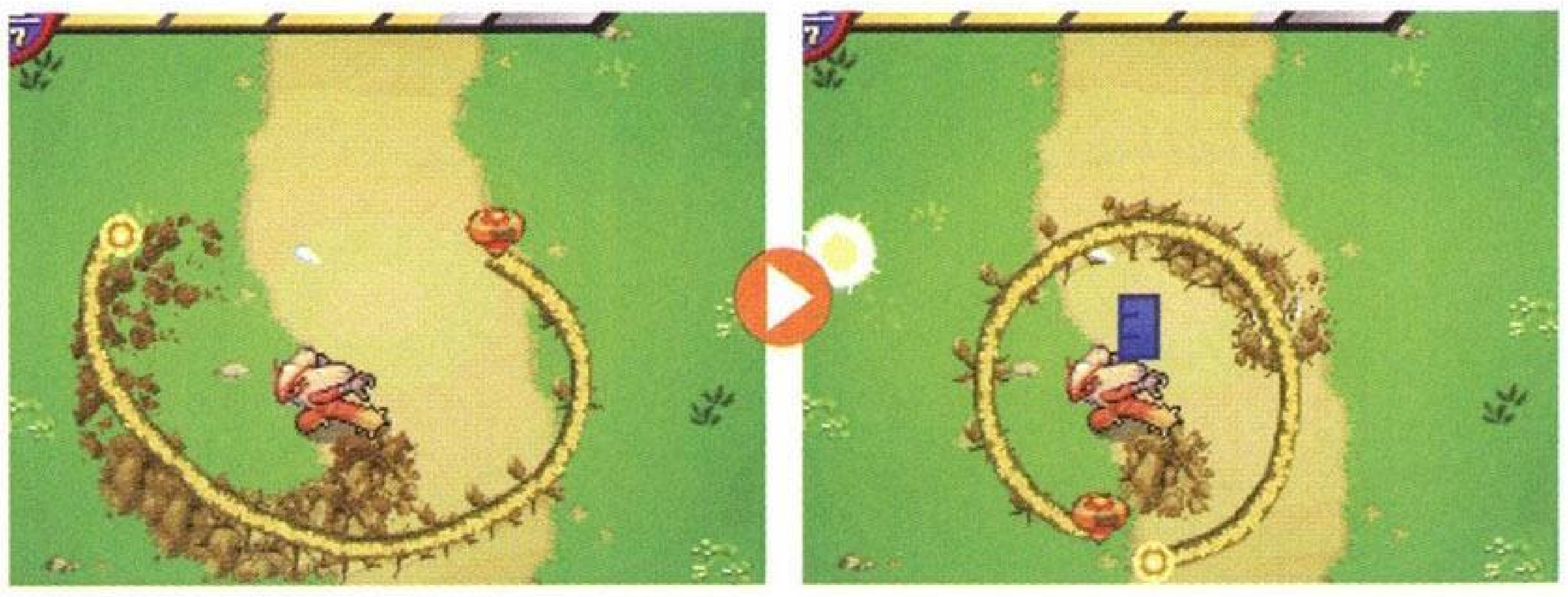
Ground	Rock
Water	

MINIMALLY EFFECTIVE VS.

Poison	Flying
Bug	Fire
Grass	Steel
Dragon	

GROUND

This Poké Assist churns up the earth below your Capture Line, making it impassable. You can use this to draw barriers in front of running Pokémon or to safely circle Pokémon who try to flee your Capture Line instead of attacking it. However, all Pokémon who fly or float are immune to its effects.

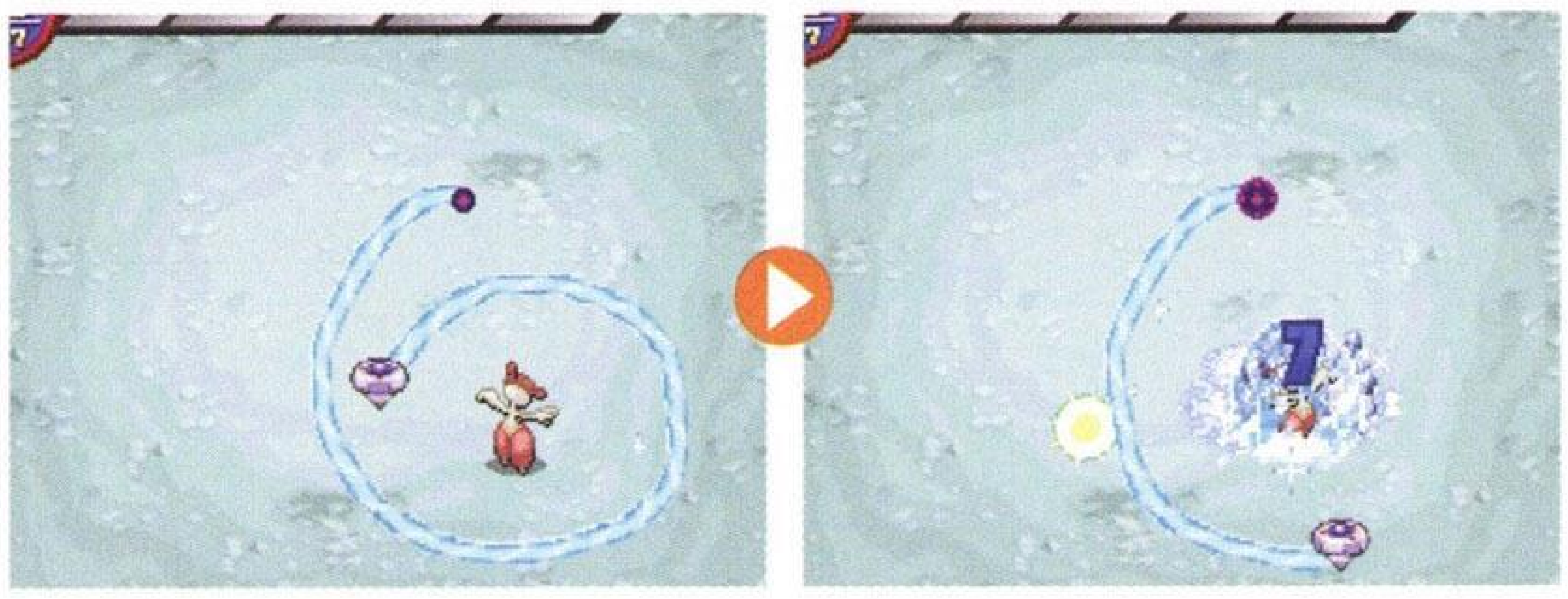


SUPEREFFECTIVE VS.	
Poison	Rock
Fire	Electric
Steel	

MINIMALLY EFFECTIVE VS.	
Bug	Grass
Flying	

ICE

When you circle a Pokémon with an Ice Poké Assist, the Pokémon will freeze solid, allowing you to get in several free loops before the target thaws. Freezing Pokémon is a powerful effect, but many groups can resist the Ice Poké Assist, and it has no effect on flying or floating Pokémon.

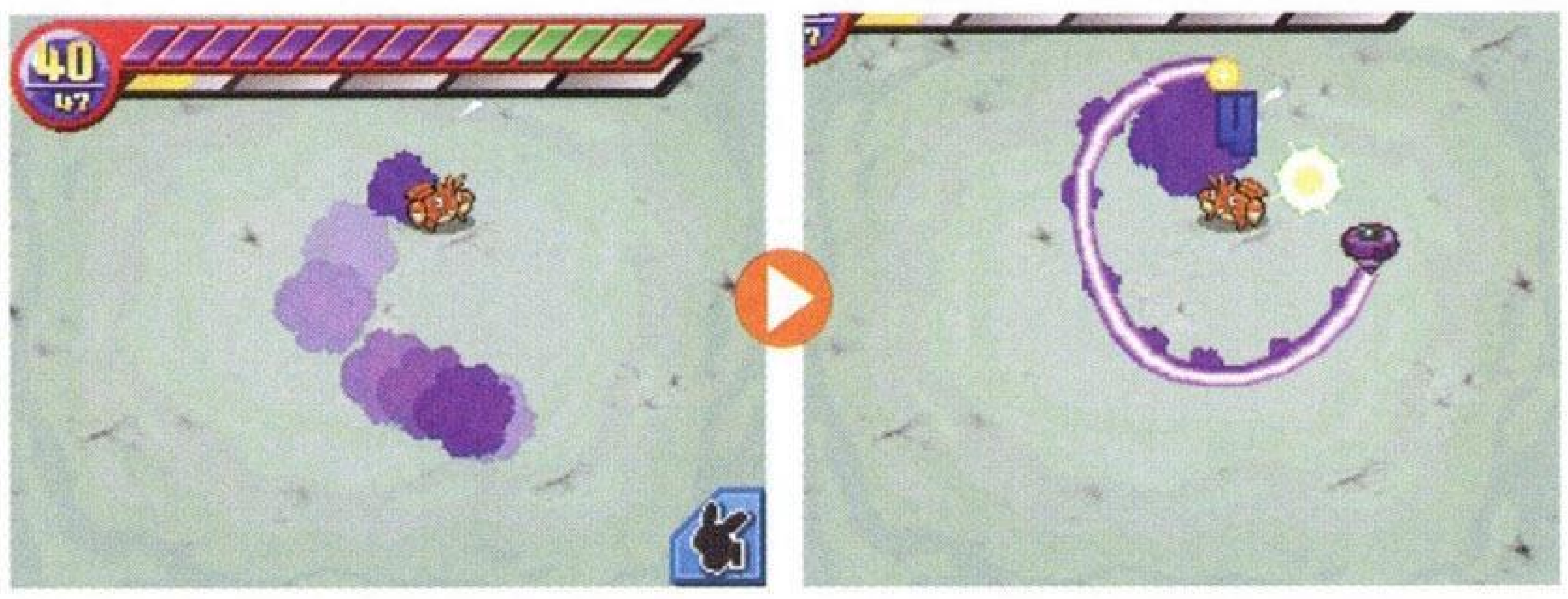


SUPEREFFECTIVE VS.	
Grass	Ground
Dragon	

MINIMALLY EFFECTIVE VS.	
Fire	Water
Ice	Steel
Flying	

POISON

The Poison Poké Assist causes your Capture Disc to leave a trail of numbing gas in its wake. You can use it to draw lines in front of moving Pokémon, or you can circle targets with a tight loop to ensure they get a whiff of the stuff.

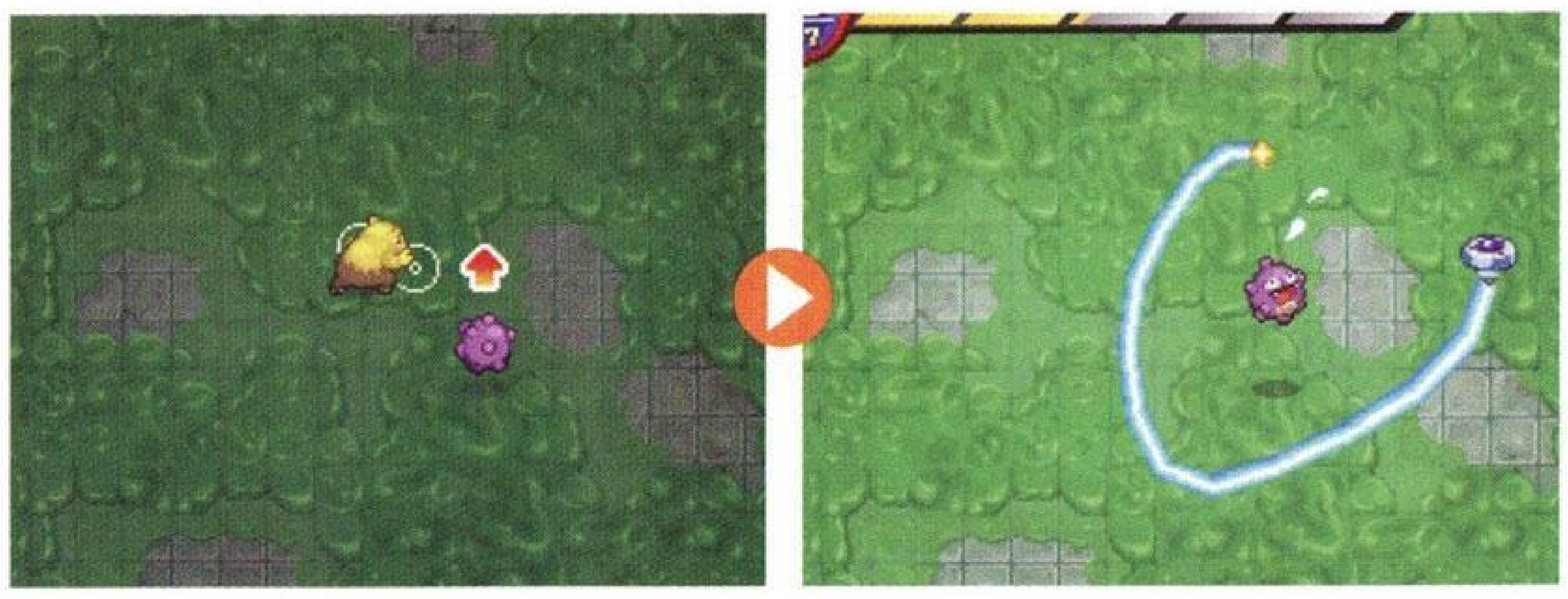


SUPEREFFECTIVE VS.	
Grass	

MINIMALLY EFFECTIVE VS.	
Poison	Ground
Rock	Ghost
Steel	

PSYCHIC

When triggered, the Psychic Poké Assist stuns and levitates all Pokémon on the screen. It is similar to the Discharge Poké Assist, but superior in two ways: it goes off immediately once selected, and it pulls offscreen Pokémon toward the center of the capture field. This is a great Poké Assist to use against groups of fast-moving Pokémon.

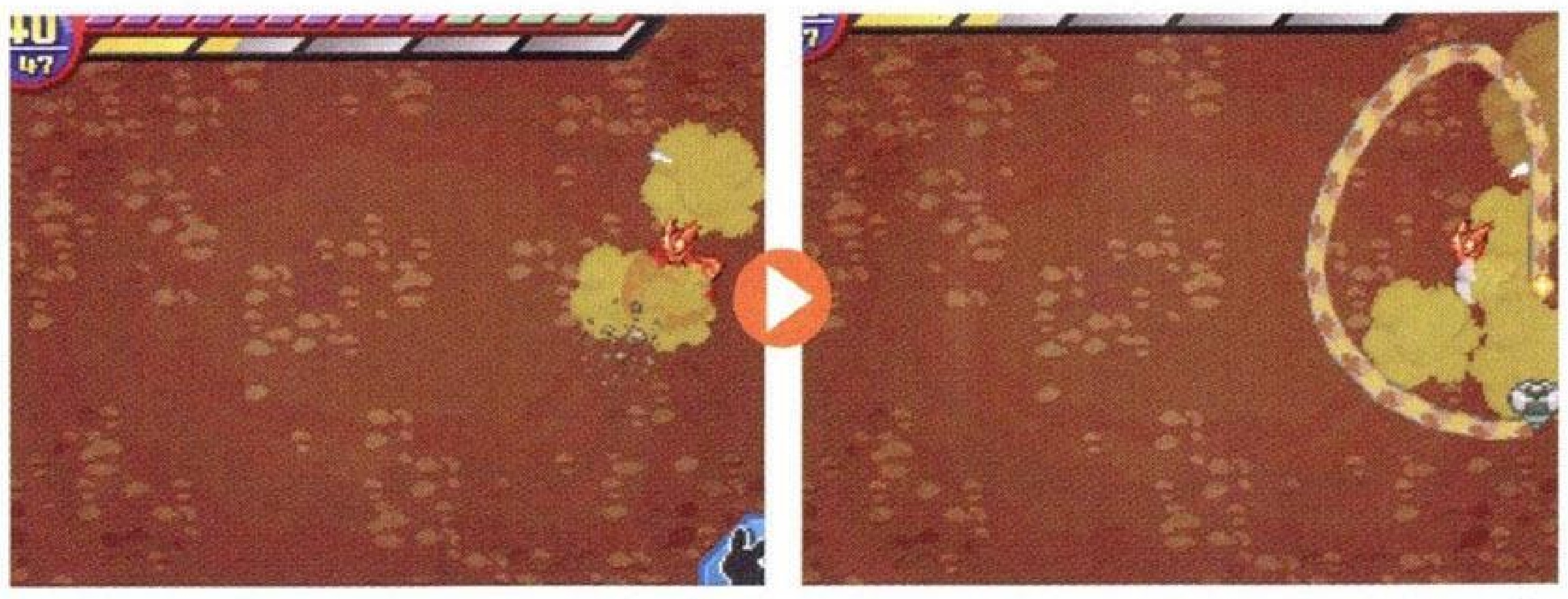


SUPEREFFECTIVE VS.	
Fighting	Poison

MINIMALLY EFFECTIVE VS.	
Psychic	Steel
Dark	

ROCK

The Rock Poké Assist functions similarly to the Bug Poké Assist: when you use the Styler to draw a short straight line, you'll send a cloud of gravel in that direction. If that gravel hits a Pokémon, a cloud of dust will immobilize the target temporarily. With a bit of fast stylus work, you can shoot gravel like a machine gun!

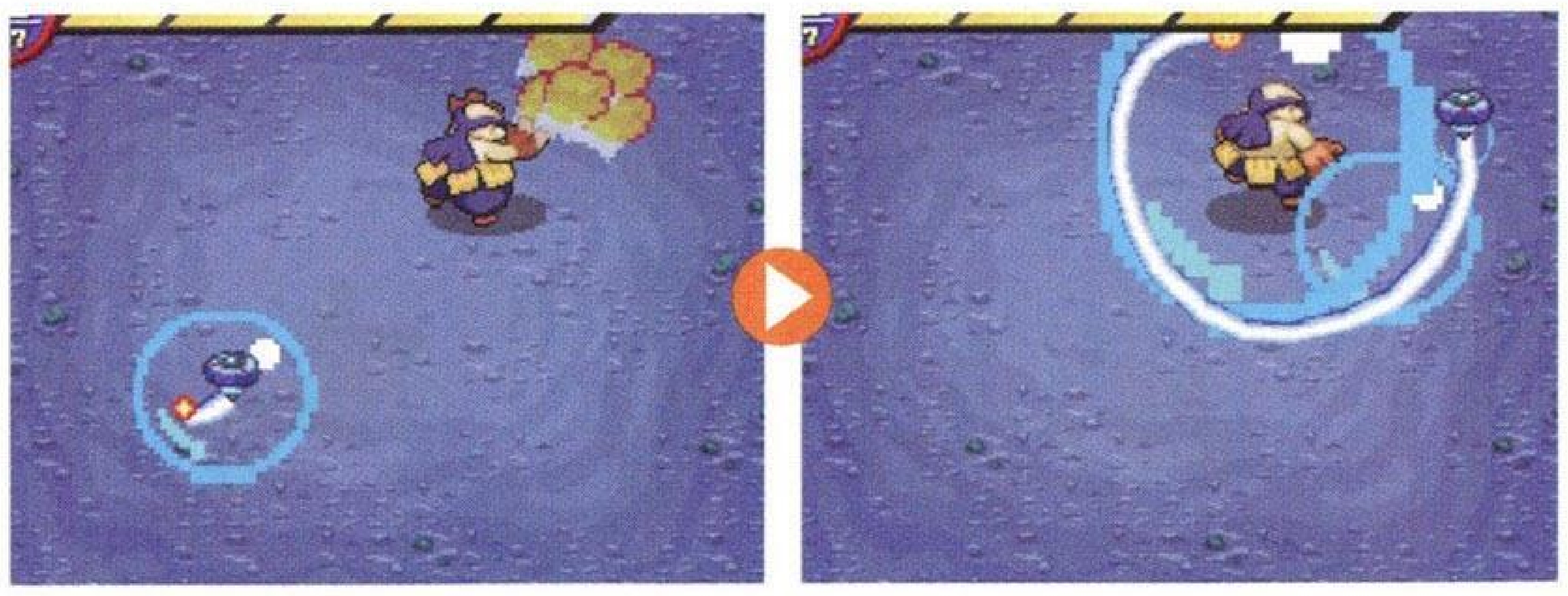


SUPEREFFECTIVE VS.	
Flying	Bug
Fire	Ice

MINIMALLY EFFECTIVE VS.	
Fighting	Ground
Steel	

WATER

Touch the lower screen to form a bubble, which will grow for as long as you hold the stylus down. You can then leave the bubble in place, or flick it at a target by sliding your stylus in that direction. Bubbles are a great way to catch fast-moving Pokémon; plant several in the capture field and wait for your target to dash into one.

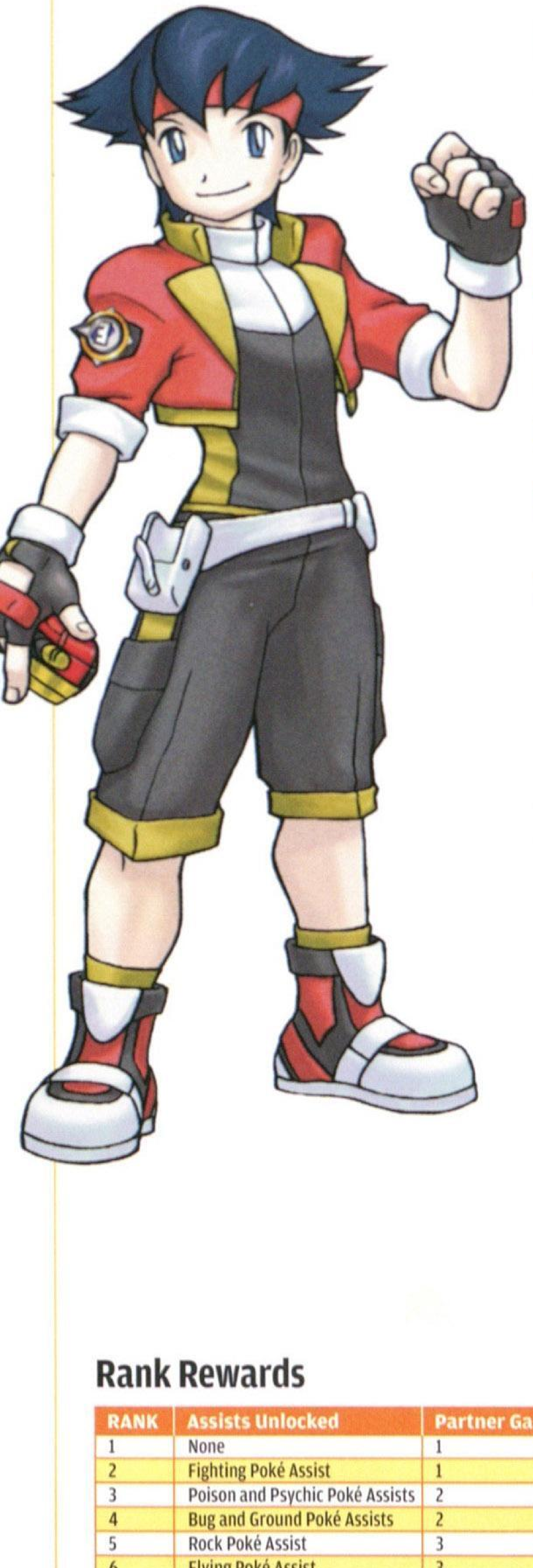


SUPEREFFECTIVE VS.	
Fire	Ground
Rock	

MINIMALLY EFFECTIVE VS.	
Water	Grass
Dragon	

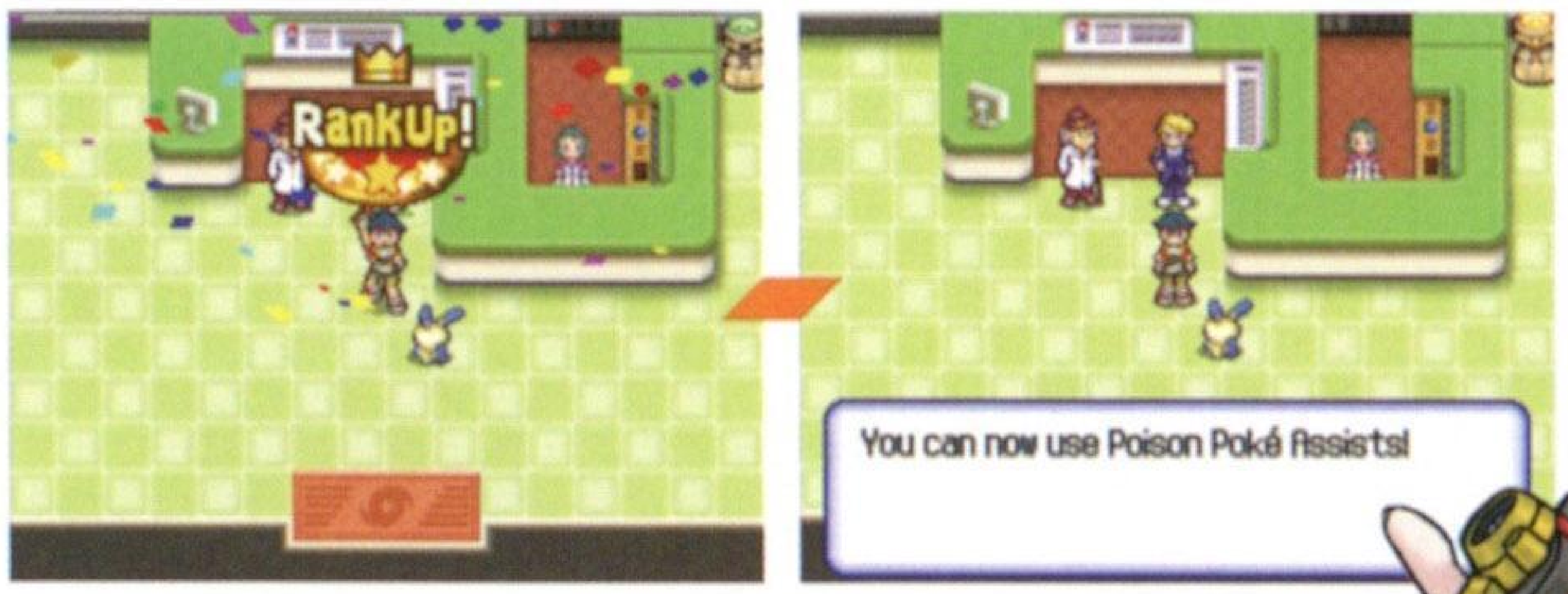
Ranger Ranks

Any Base Leader can promote you, but you'll have to earn your ranks (and the rewards they entail) by succeeding at official missions.



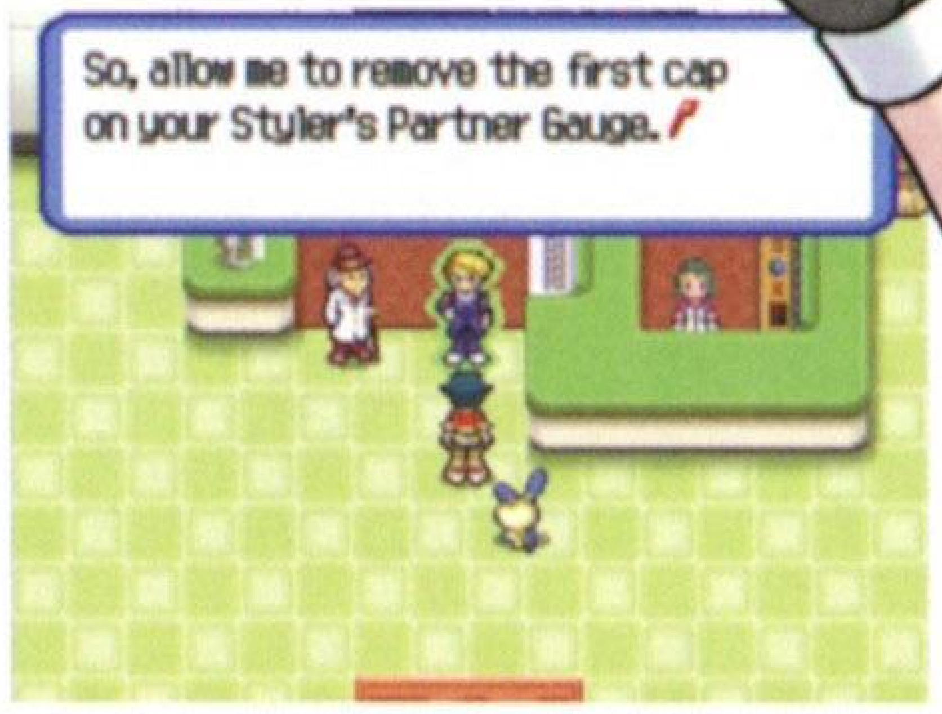
It's Easy to Rank Up

Whenever you complete an official mission assigned to you by a Ranger Base Leader, you'll receive a promotion for your hard work. As you rise from Rank 1 to 10, you'll gain the ability to use new Poké Assists and the capacity to recruit more friend Pokémon, plus you'll increase the size of your Styler's partner gauge.



You can now use Poison Poké Assists!

Uncapping the Partner Gauge

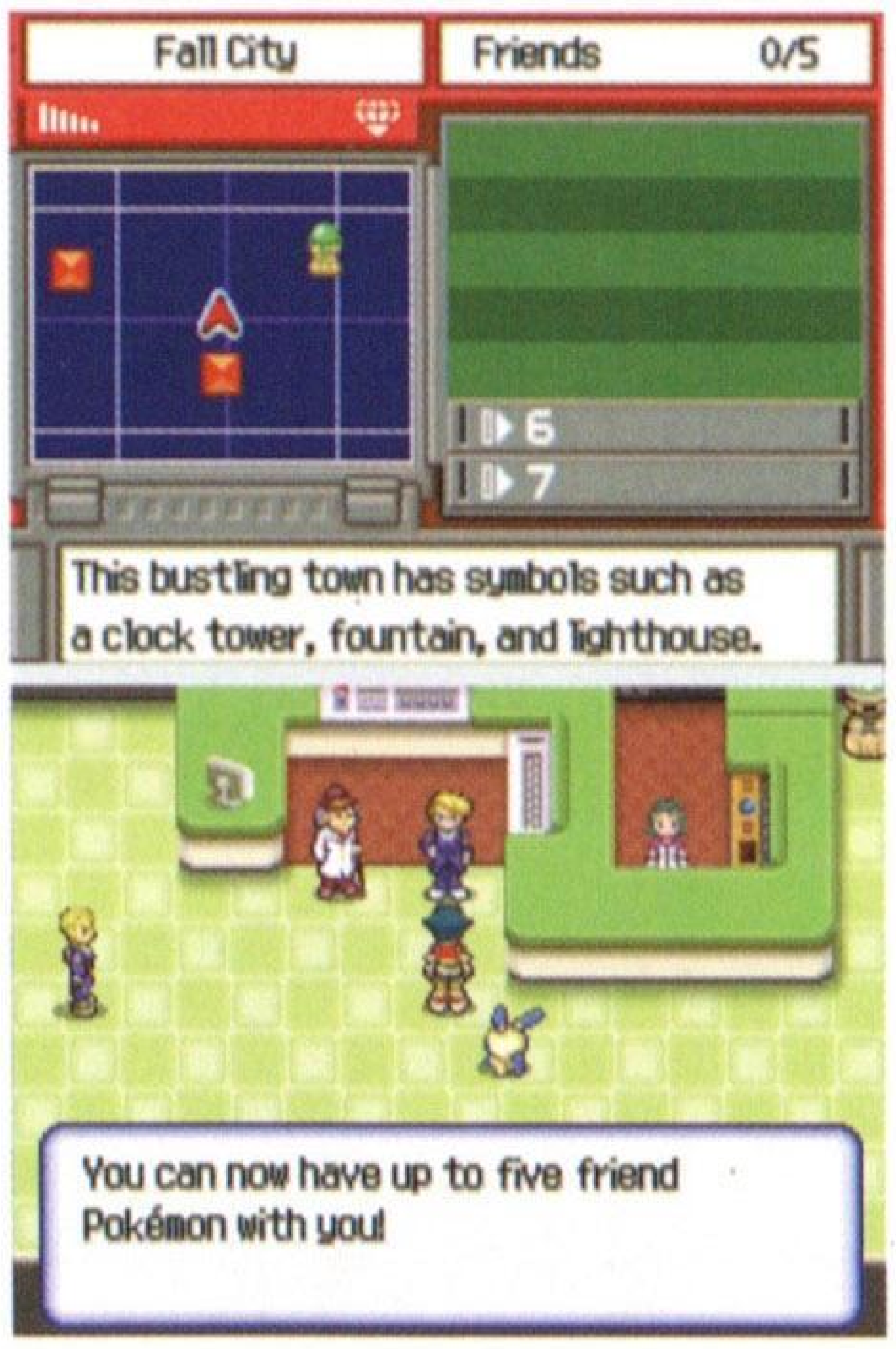


So, allow me to remove the first cap on your Styler's Partner Gauge.

The Ranger Union wants Minun and Plusle to learn how to control their abilities before they begin using full-power Poké Assists. You'll gain one additional bar for your partner gauge on every odd-numbered rank, which allows your partner Pokémon to absorb more energy and discharge that energy to stun foes for longer periods. (You may still use your partner's Discharge Poké Assist with only one bar if you choose.)

New Pokémon Friends

At ranks 4, 7, and 10 the Ranger Union will increase your friend limit. This means you can travel with one additional Pokémon, up to a maximum of seven at Rank 10. The Ranger Union will also inform you that you can use new types of Poké Assists, but this is mostly a symbolic honor; you won't encounter the Pokémon who have those Poké Assists until after your promotion.



This bustling town has symbols such as a clock tower, fountain, and lighthouse.

You can now have up to five friend Pokémon with you!

Rank Rewards

RANK	Assists Unlocked	Partner Gauge	Friend Limit
1	None	1	4
2	Fighting Poké Assist	1	4
3	Poison and Psychic Poké Assists	2	4
4	Bug and Ground Poké Assists	2	5
5	Rock Poké Assist	3	5
6	Flying Poké Assist	3	5
7	Dark and Ghost Poké Assists	4	6
8	Ice Poké Assist	4	6
9	None	5	6
10	None	5	7

Every time you rise in rank you'll receive at least one reward. The chart here shows what to expect from each promotion.

How to Use the Guide

The walkthrough that follows will get you through the story mode and all the special missions that follow. Here's how to make sense of it all.

Mission overview

This section indicates the goals for your mission. Each number corresponds to a spot on the map and to a detailed strategy tip that follows the map.

Map with callouts

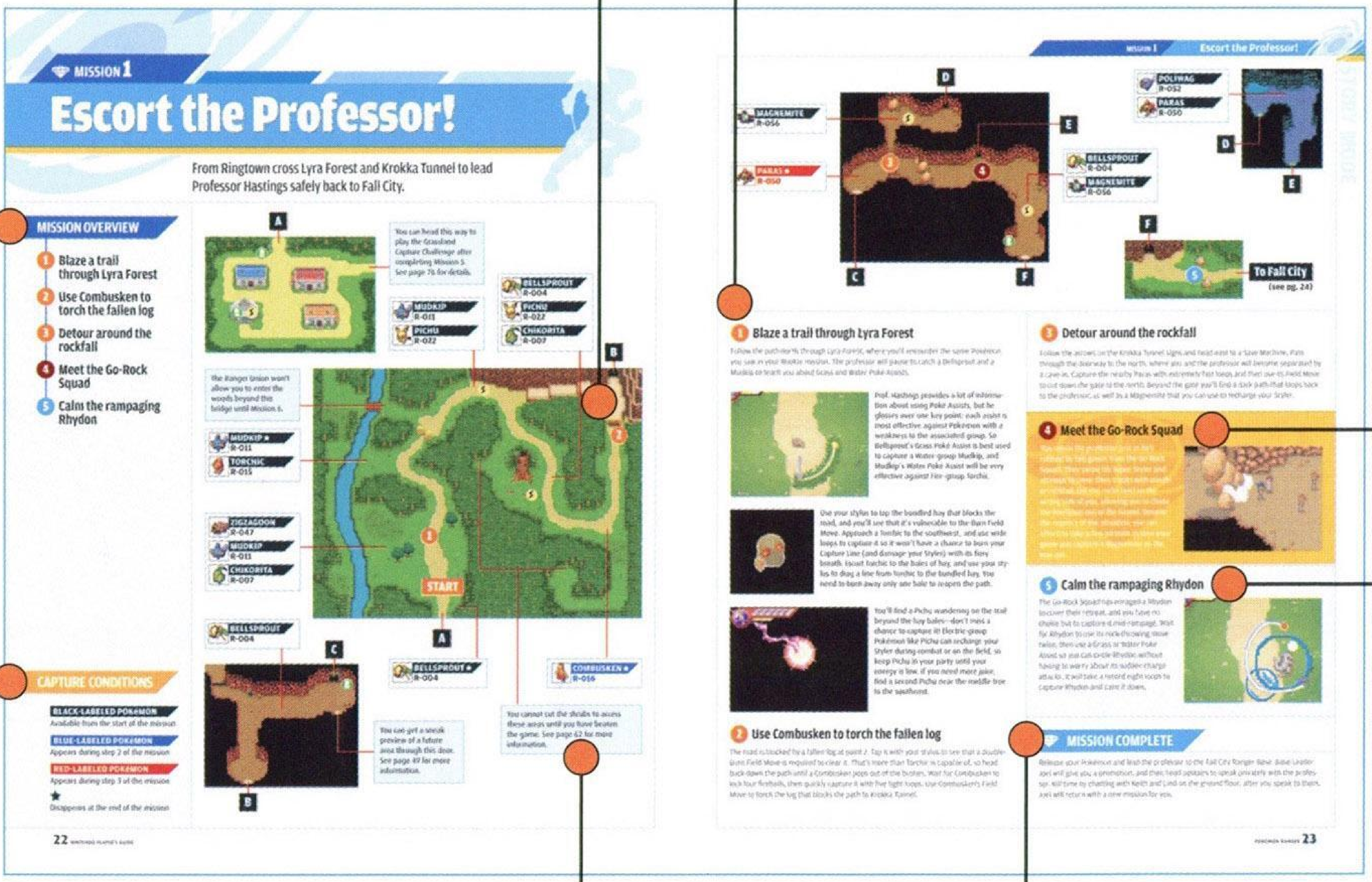
The maps of each mission area are marked with Pokémon placements and icons that reveal the locations of Save Machines and Styler-recharging Electric-group Pokémon. The numbers on the map correspond to the numbered tips that follow, and the letters reveal how each map is connected.

Strategy tips

Each numbered tip corresponds to an entry in the mission overview and a spot on the map. The tips provide more details on how and where to catch difficult Pokémon, defeat enemy Grunts, and clear obstacles on the path.

Go-Rock encounters

On your missions you will constantly be tormented by an evil organization known as the Go-Rock Squad. Orange boxes will help you keep tabs on their movements and teach you how to defeat their leaders in combat.



MISSION 1

Escort the Professor!

From Ringtown cross Lyra Forest and Krokka Tunnel to lead Professor Hastings safely back to Fall City.

MISSION OVERVIEW

1. Blaze a trail through Lyra Forest
2. Use Combusken to torch the fallen log
3. Detour around the rockfall
4. Meet the Go-Rock Squad
5. Calm the rampaging Rhydon

CAPTURE CONDITIONS

BLACK-LABELED POKÉMON
Available from the start of the mission

BLUE-LABELED POKÉMON
Appears during step 2 of the mission

RED-LABELED POKÉMON
Appears during step 3 of the mission

★
Disappears at the end of the mission

You can head this way to play the Grassland Capture Challenge after completing Mission 5. See page 76 for details.

The Ranger Union won't allow you to enter the woods beyond this bridge until Mission 6.

You can get a sneak preview of a future area through this door. See page 49 for more information.

You cannot cut the shrubs to access these areas until you have beaten the game. See page 62 for more information.

22 NINTENDO PLAYER'S GUIDE

MISSION 1 Escort the Professor!

To Fall City (see pg. 24)

1. Blaze a trail through Lyra Forest

2. Use Combusken to torch the fallen log

3. Detour around the rockfall

4. Meet the Go-Rock Squad

5. Calm the rampaging Rhydon

MISSION COMPLETE

POKÉMON RANGER 23

Pokémon key

Not all Pokémon that are called out on the map will appear each time you visit an area. This color-coded key will tell you when each appears, so you don't waste time chasing nonexistent Pokémon.

Bonus tips

When there's a spot on the map that warrants extra explanation, tips like this one will tell you what to do. Many will refer you to other sections of the guide.

Mission complete

A Ranger's work is never done, and often you must complete small tasks after a mission to trigger the next one. Check this section for all the details.

Big battles

Some wild Pokémon are so challenging they deserve their own special section. These blue boxes will teach you how to capture even the most aggressive wild Pokémon.

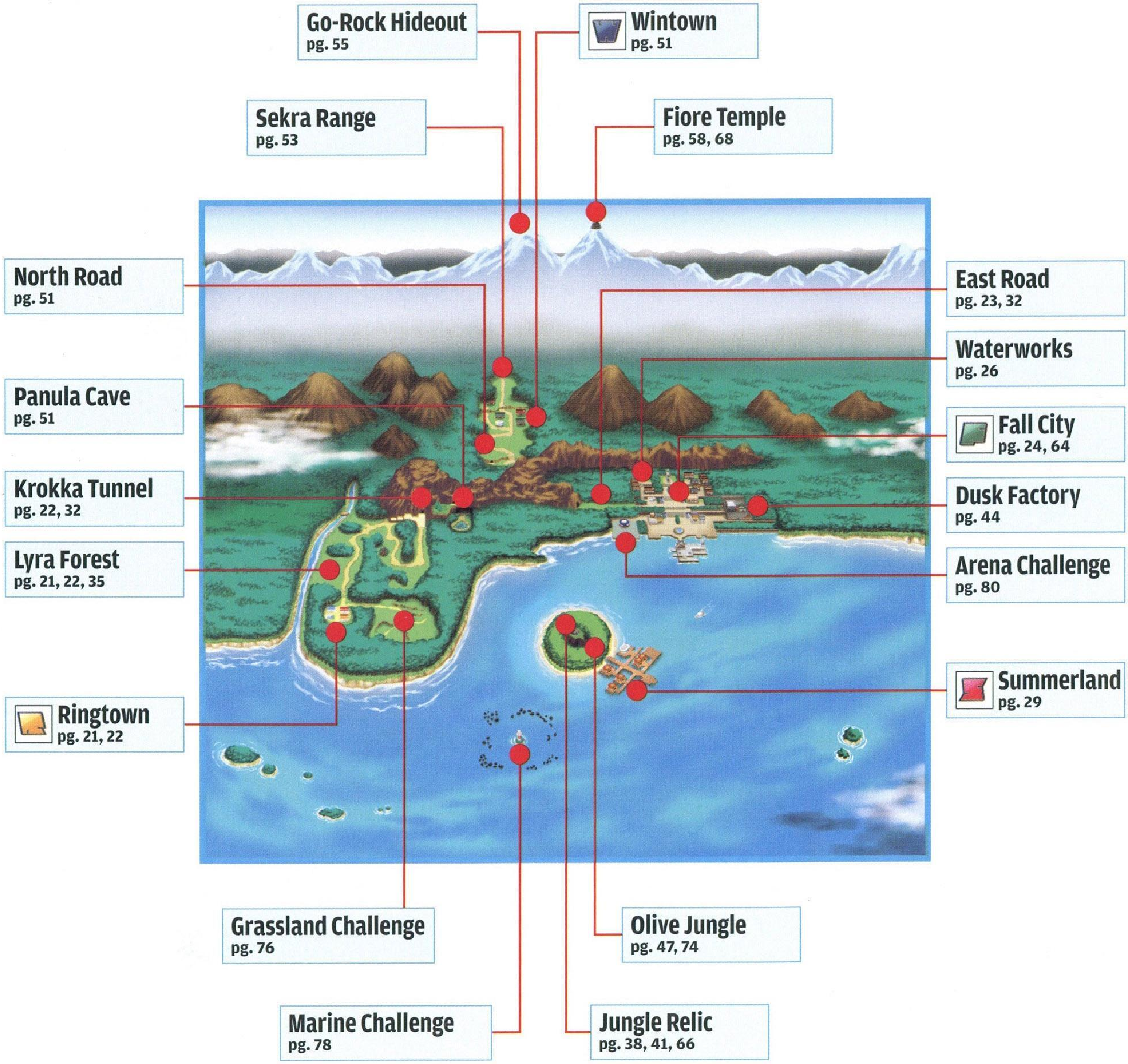
Map Key

●	These icons reveal the locations of Save Machines.
⚡	Electric-group Pokémon are marked on the map with this icon, since they play an especially important role in the game.
W-01	Some areas include warp panels that teleport you from place to place, or pits that drop you to other levels. These icon pairs indicate where each warp or hole leads.
A	To figure out where a two-way door or path leads, find matching letters on the maps.

Story Mode

The World of Fiore

Fiore has a town at each of the four points of the compass, and many wild and beautiful destinations between them.


Go-Rock Hideout pg. 55
Wintown pg. 51
Sekra Range pg. 53
Fiore Temple pg. 58, 68
North Road pg. 51
East Road pg. 23, 32
Waterworks pg. 26
Panula Cave pg. 51
Fall City pg. 24, 64
Krokka Tunnel pg. 22, 32
Dusk Factory pg. 44
Lyra Forest pg. 21, 22, 35
Arena Challenge pg. 80
Summerland pg. 29
Ringtown pg. 21, 22
Grassland Challenge pg. 76
Olive Jungle pg. 47, 74
Marine Challenge pg. 78
Jungle Relic pg. 38, 41, 66

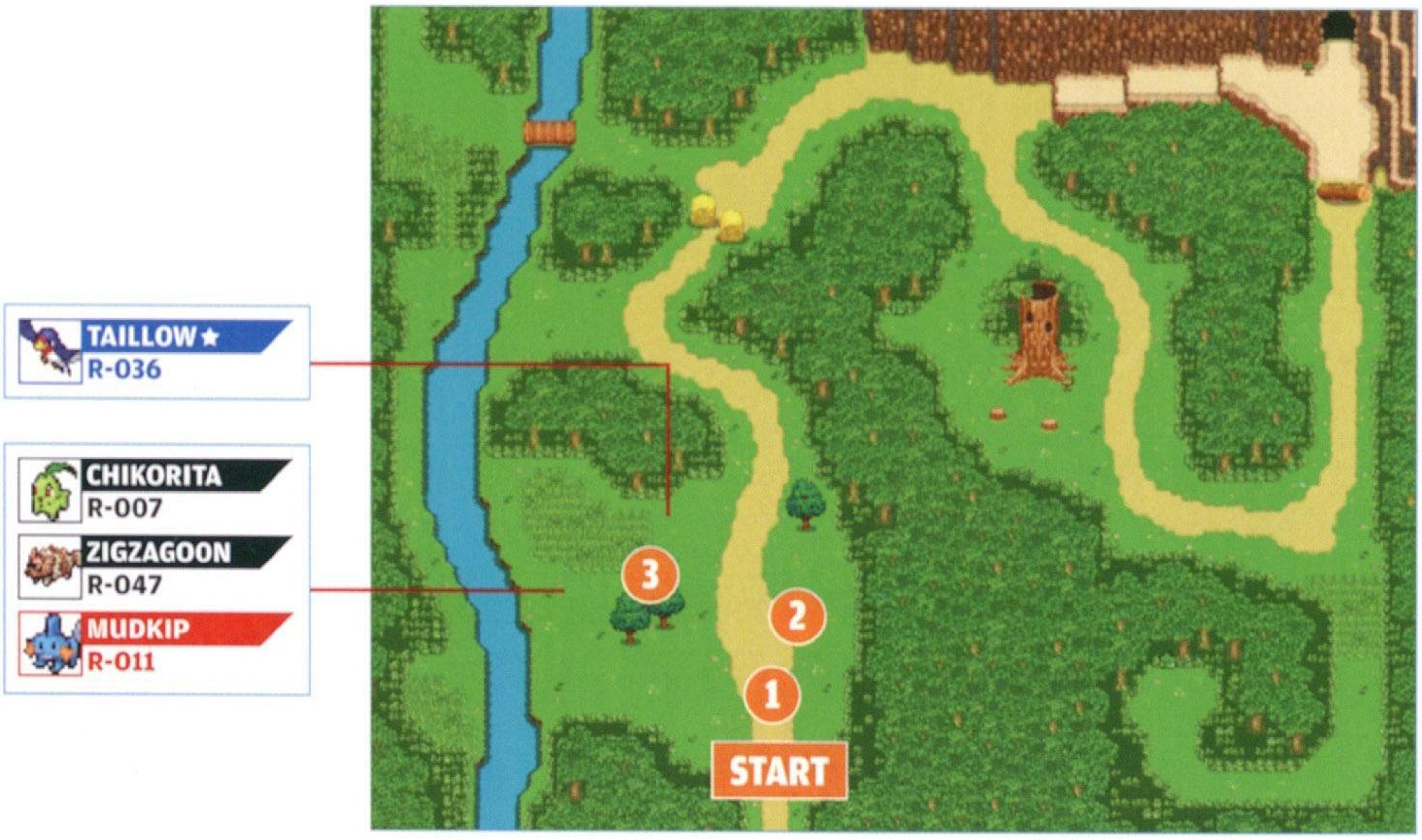
ROOKIE MISSION

Don't Fear Failure!

Spenser wants you to prove your chops before he hires you as a Ringtown Ranger. Complete a quick test mission to show your stuff.

MISSION OVERVIEW

1. Meet your partners in Ringtown
2. Find Larry's lost Pokémon
3. Use Mudkip to put out the fire

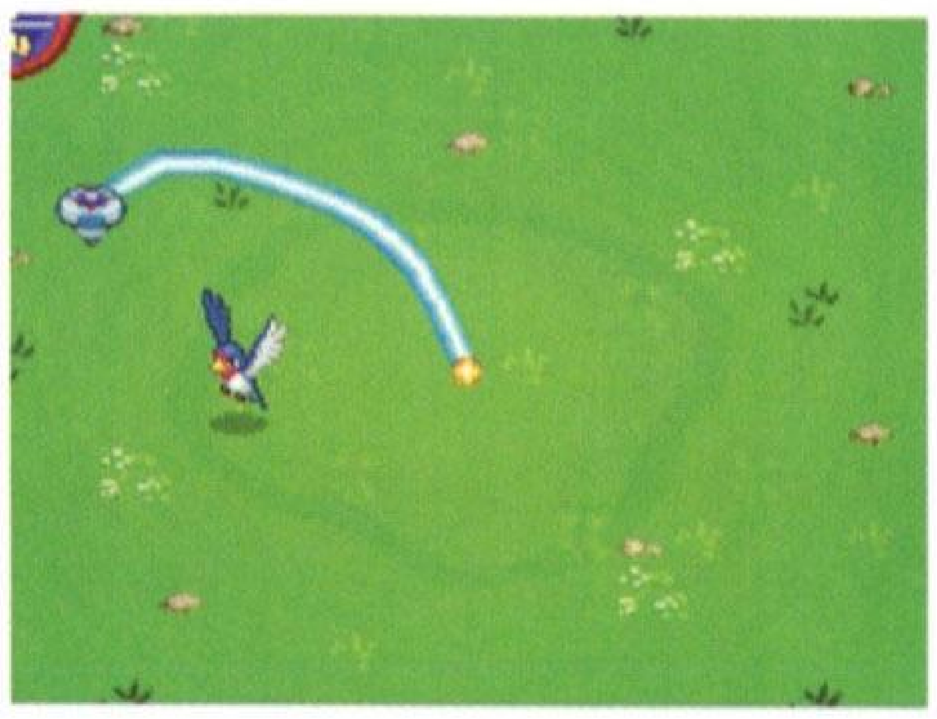


1 Meet your partners in Ringtown

When you arrive in Ringtown, Spenser will introduce you to the gang at the Ranger Base. The meet and greet will be interrupted by local crank Larry, who has lost his Pokémon in Lyra Forest. Spenser feels that this is an excellent chance for you to prove your mettle, so save your game at the Save Machine and head north through Ringtown to Lyra Forest.

2 Find Larry's lost Pokémon

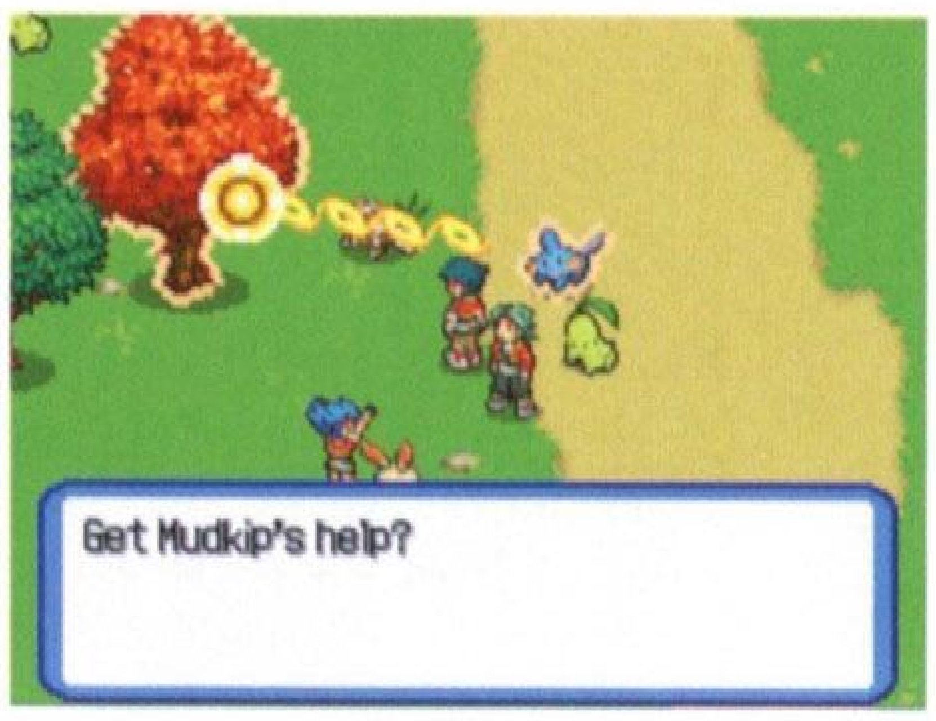
Use the strategies Spenser taught you to catch the Chikorita and Zigzagoon that are wandering here. Lead them back to Larry; where he'll declare that you caught the wrong Pokémon. Fortunately, the right Pokémon will now appear along the path to the north—capture Taillow and lead it back to Larry.



Taillow flutters about rapidly, but it will need to pause and rest every few seconds. That's your chance to capture Taillow by looping it four times.

3 Use Mudkip to put out the fire

Before you can leave the forest, a new crisis will occur—two trees have caught fire! Spenser will demonstrate how to use Field Moves by dousing the first flaming tree, then ask you to extinguish the second one. Catch a Mudkip to the northwest and use its Water Field Move to save the day.



Get Mudkip's help?

When Mudkip is in your party, drag your stylus from Mudkip to the tree and tap Yes at the prompt. Mudkip will take care of the rest.

MISSION COMPLETE

Before your first official mission, Spenser will send you to patrol the streets of Ringtown. There you'll encounter Larry's Taillow again, now caught in a scuffle with the Minun or Plusle from Fall City. Recapture Taillow (with a little help from your friend) and return it to Larry. As for that mischievous Minun or Plusle, Spenser has an idea about how to keep it out of trouble. . . .

CAPTURE CONDITIONS

BLACK-LABELED POKéMON
Available from the start of the mission

BLUE-LABELED POKéMON
Appears during step 2 of the mission

RED-LABELED POKéMON
Appears during step 3 of the mission

★
Disappears at the end of the mission

MISSION 1

Escort the Professor!

From Ringtown cross Lyra Forest and Krokka Tunnel to lead Professor Hastings safely back to Fall City.

MISSION OVERVIEW

1. Blaze a trail through Lyra Forest
2. Use Combusken to torch the fallen log
3. Detour around the rockfall
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CAPTURE CONDITIONS

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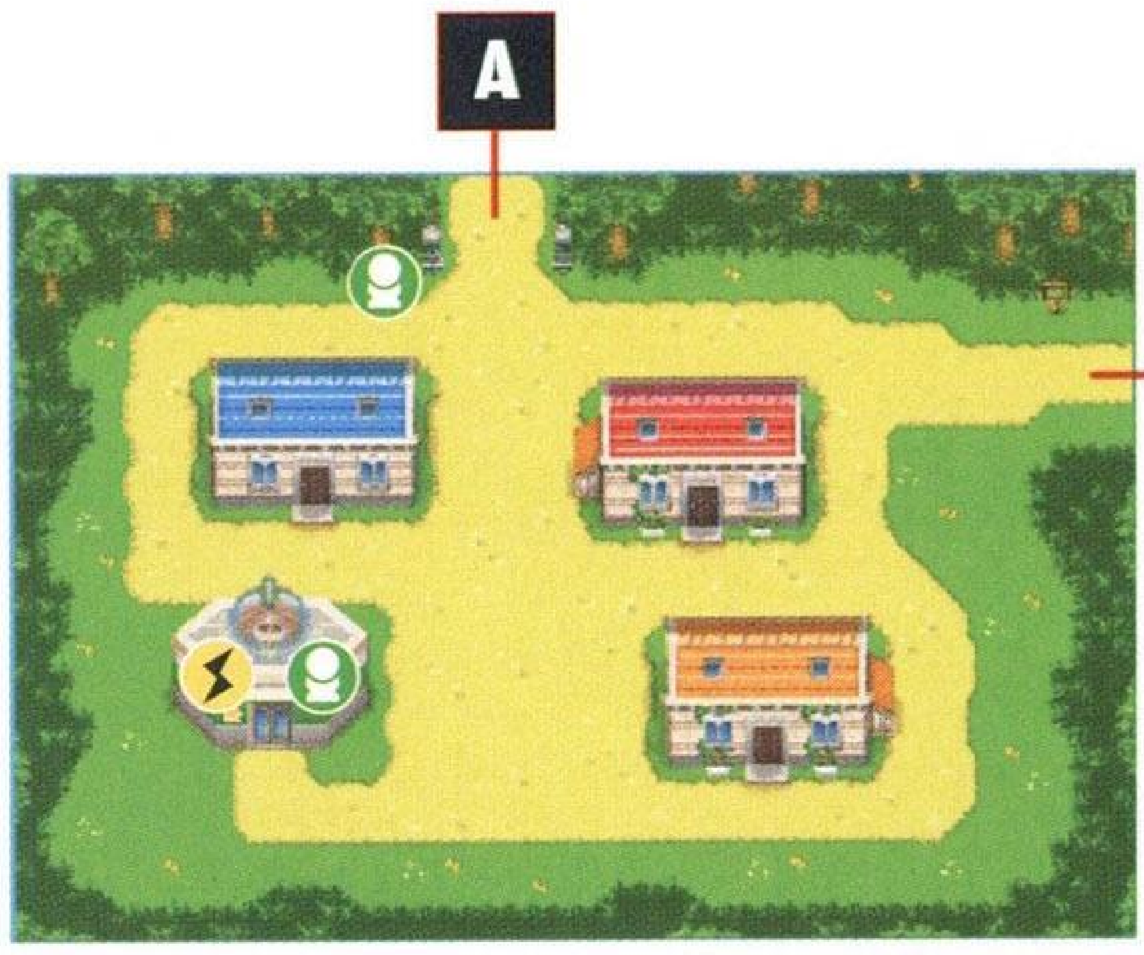
Available from the start of the mission

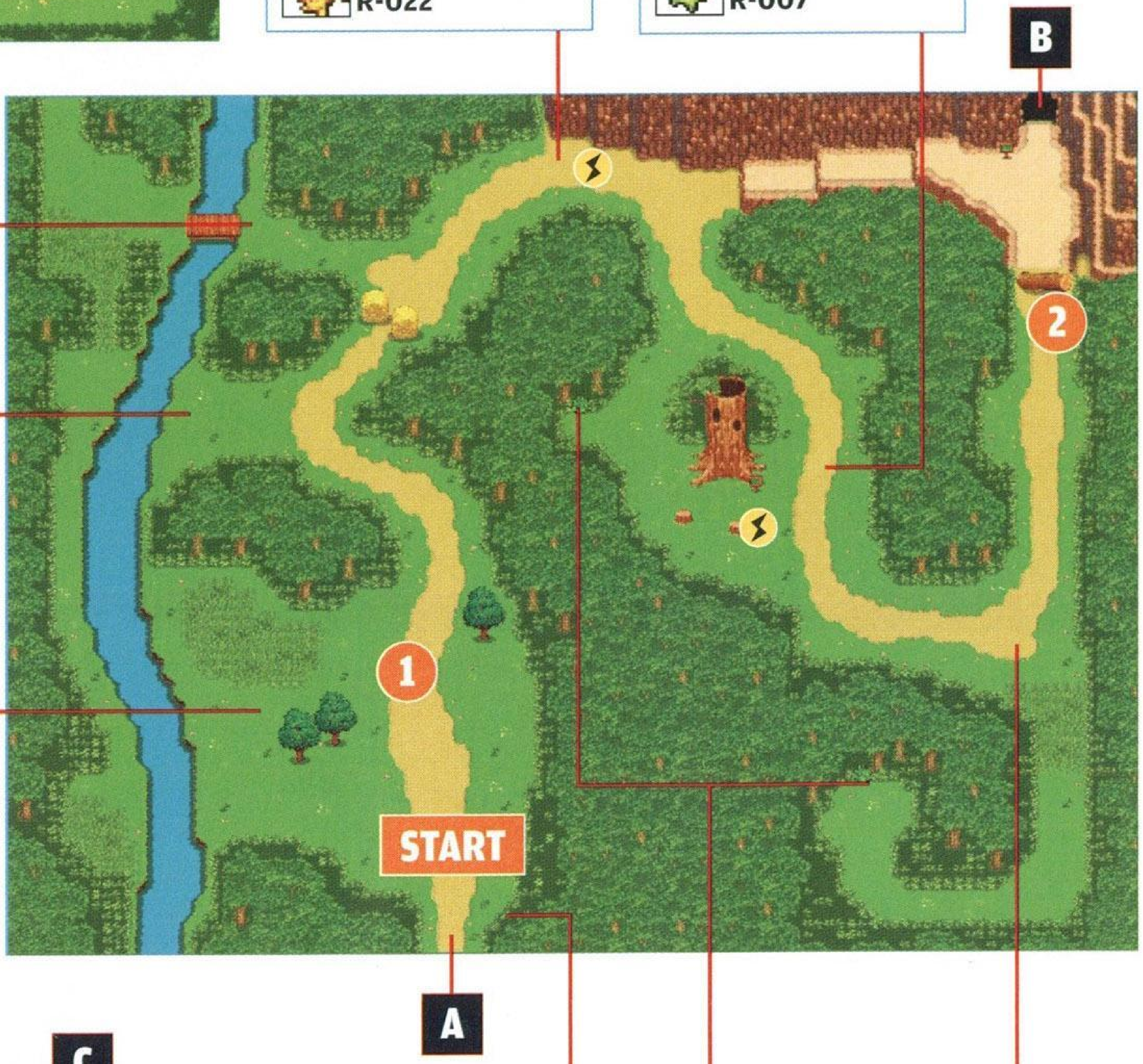
BLUE-LABELED POKéMON
Appears during step 2 of the mission

RED-LABELED POKéMON
Appears during step 3 of the mission

★
Disappears at the end of the mission



You can head this way to play the Grassland Capture Challenge after completing Mission 5. See page 76 for details.



MUDKIP R-011
PICHU R-022

BELLSPROUT R-004
PICHU R-022
CHIKORITA R-007

The Ranger Union won't allow you to enter the woods beyond this bridge until Mission 6.

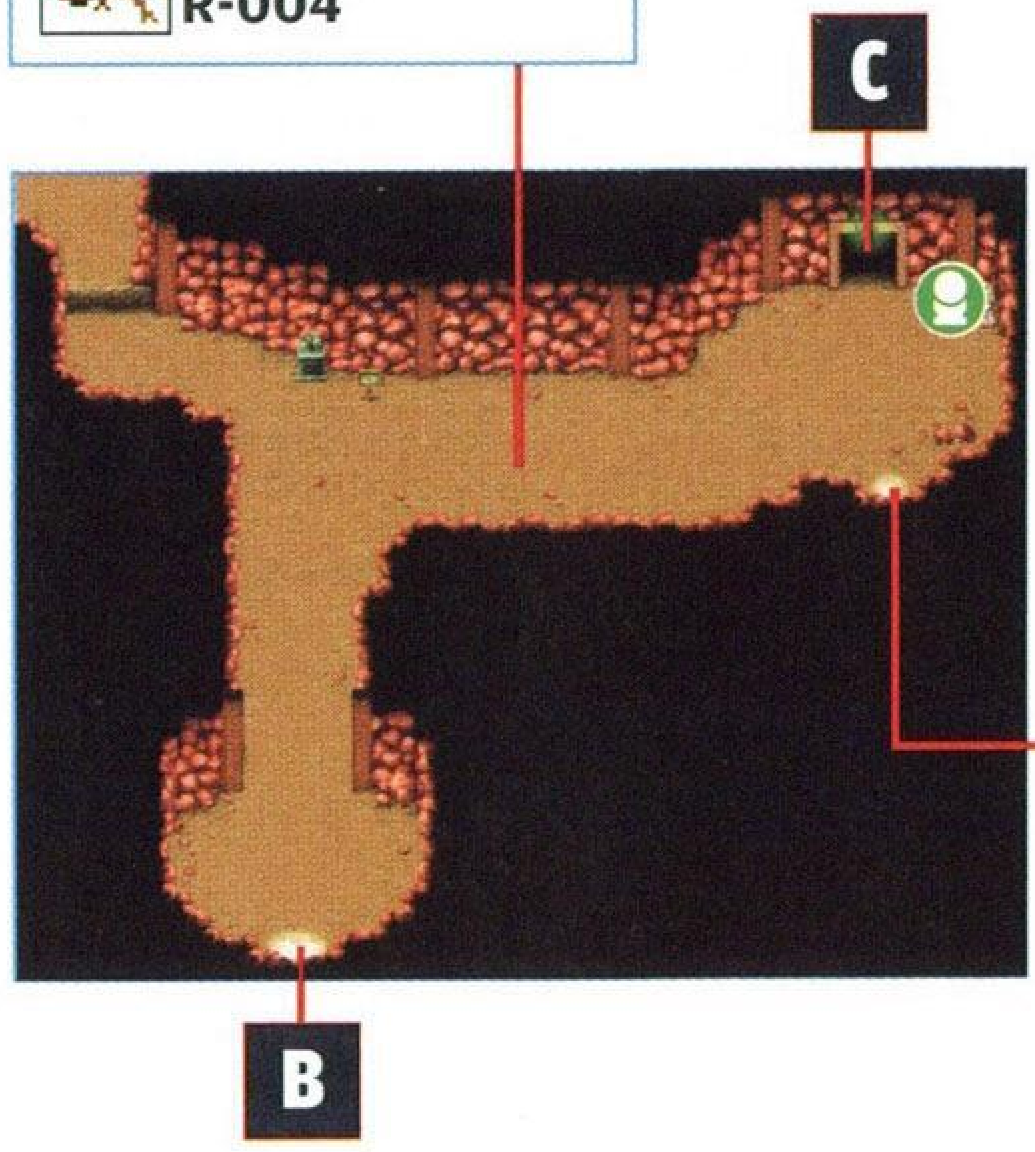
MUDKIP★ R-011
TORCHIC R-015

ZIGZAGOON R-047
MUDKIP R-011
CHIKORITA R-007

BELLSPROUT★ R-004

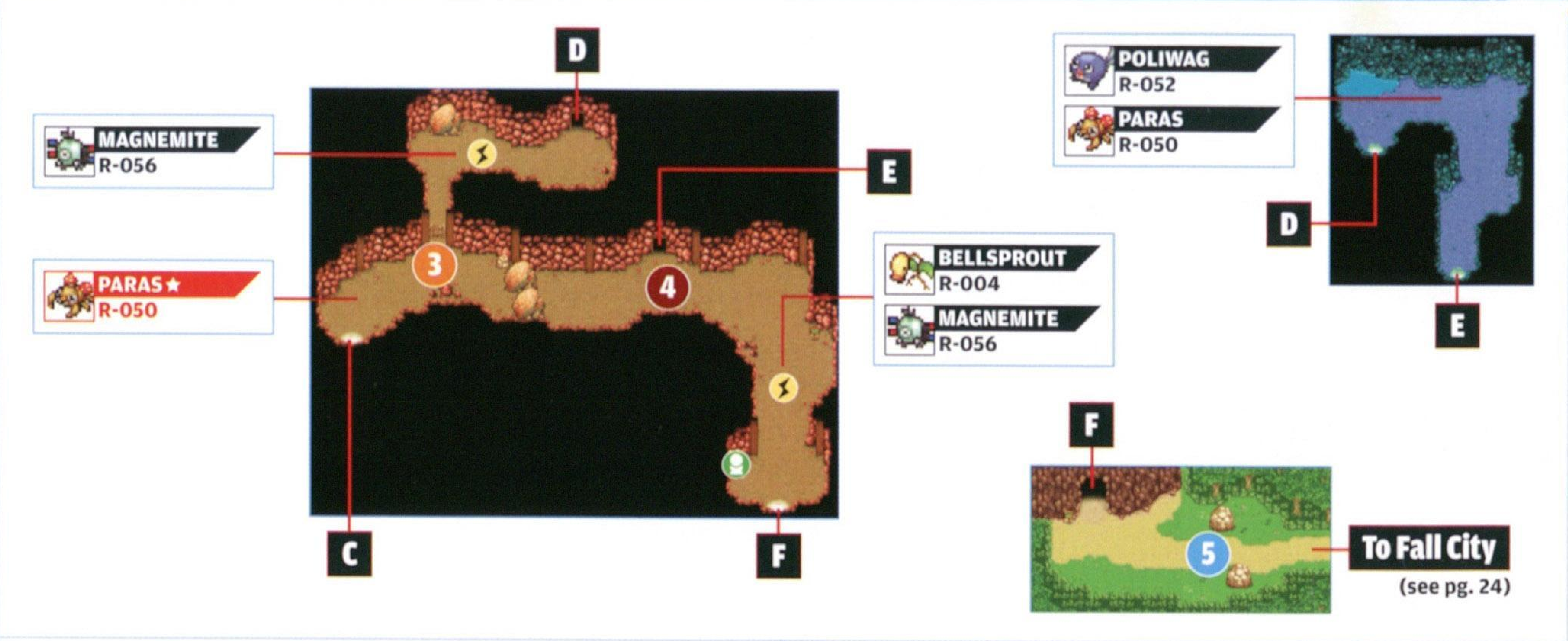
COMBUSKEN★ R-016

You cannot cut the shrubs to access these areas until you have beaten the game. See page 62 for more information.



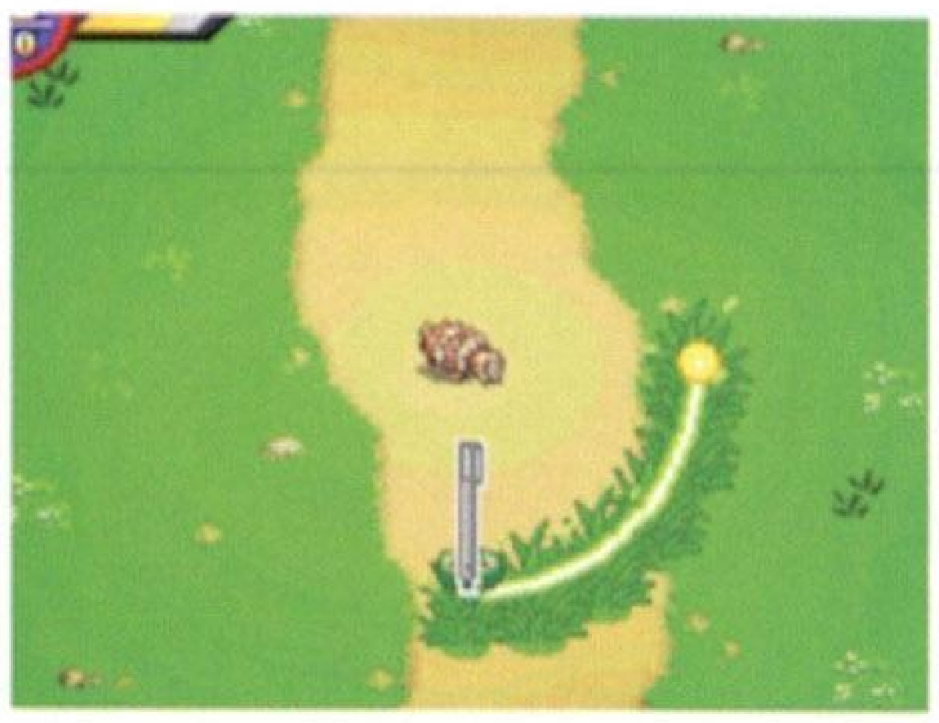
BELLSPROUT R-004

You can get a sneak preview of a future area through this door. See page 49 for more information.

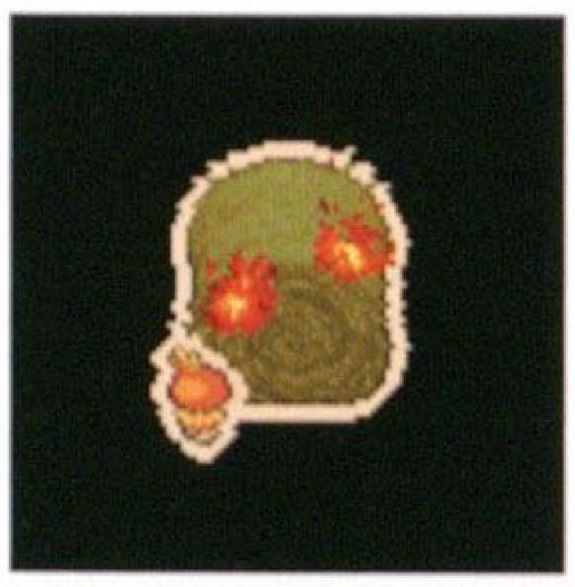


① Blaze a trail through Lyra Forest

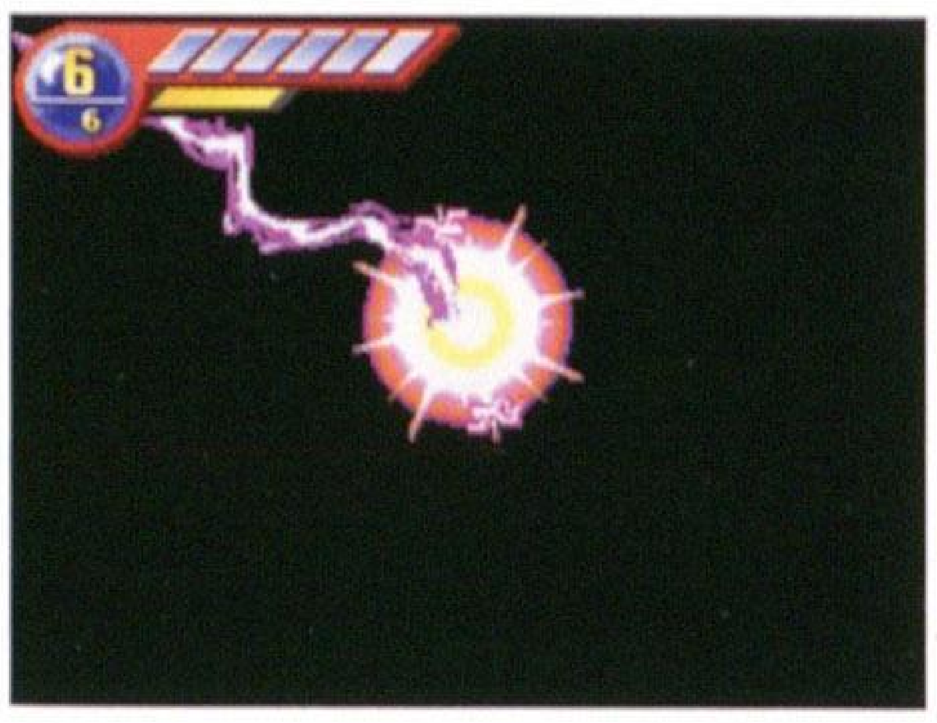
Follow the path north through Lyra Forest, where you'll encounter the same Pokémon you saw in your Rookie mission. The professor will pause to catch a Bellsprout and a Mudkip to teach you about Grass and Water Poké Assists.



Prof. Hastings provides a lot of information about using Poké Assists, but he glosses over one key point: each assist is most effective against Pokémon with a weakness to the associated group. So Bellsprout's Grass Poké Assist is best used to capture a Water-group Mudkip, and Mudkip's Water Poké Assist will be very effective against Fire-group Torchic.



Use your stylus to tap the bundled hay that blocks the road, and you'll see that it's vulnerable to the Burn Field Move. Approach a Torchic to the southwest, and use wide loops to capture it so it won't have a chance to burn your Capture Line (and damage your Styler) with its fiery breath. Escort Torchic to the bales of hay, and use your stylus to drag a line from Torchic to the bundled hay. You need to burn away only one bale to reopen the path.



You'll find a Pichu wandering on the trail beyond the hay bales—don't miss a chance to capture it! Electric-group Pokémon like Pichu can recharge your Styler during combat or on the field, so keep Pichu in your party until your energy is low. If you need more juice, find a second Pichu near the middle tree to the southeast.

② Use Combusken to torch the fallen log

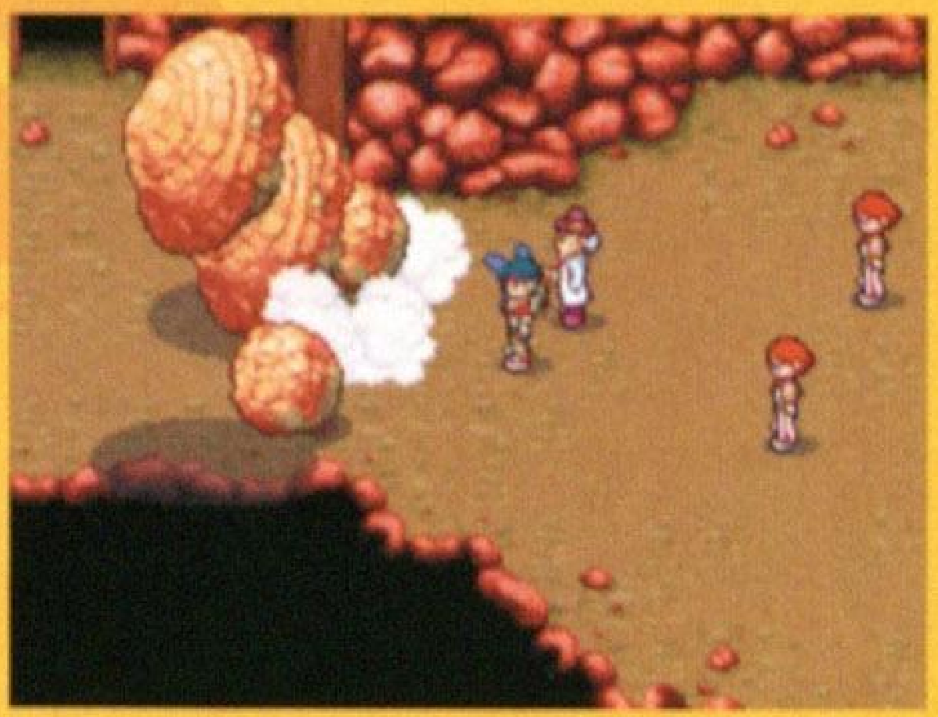
The road is blocked by a fallen log at point 2. Tap it with your stylus to see that a double-Burn Field Move is required to clear it. That's more than Torchic is capable of, so head back down the path until a Combusken pops out of the bushes. Wait for Combusken to kick four fireballs, then quickly capture it with five tight loops. Use Combusken's Field Move to torch the log that blocks the path to Krokka Tunnel.

③ Detour around the rockfall

Follow the arrows on the Krokka Tunnel signs and head east to a Save Machine. Pass through the doorway to the north, where you and the professor will become separated by a cave-in. Capture the nearby Paras with extremely fast loops and then use its Field Move to cut down the gate to the north. Beyond the gate you'll find a dark path that loops back to the professor, as well as a Magnemite that you can use to recharge your Styler.

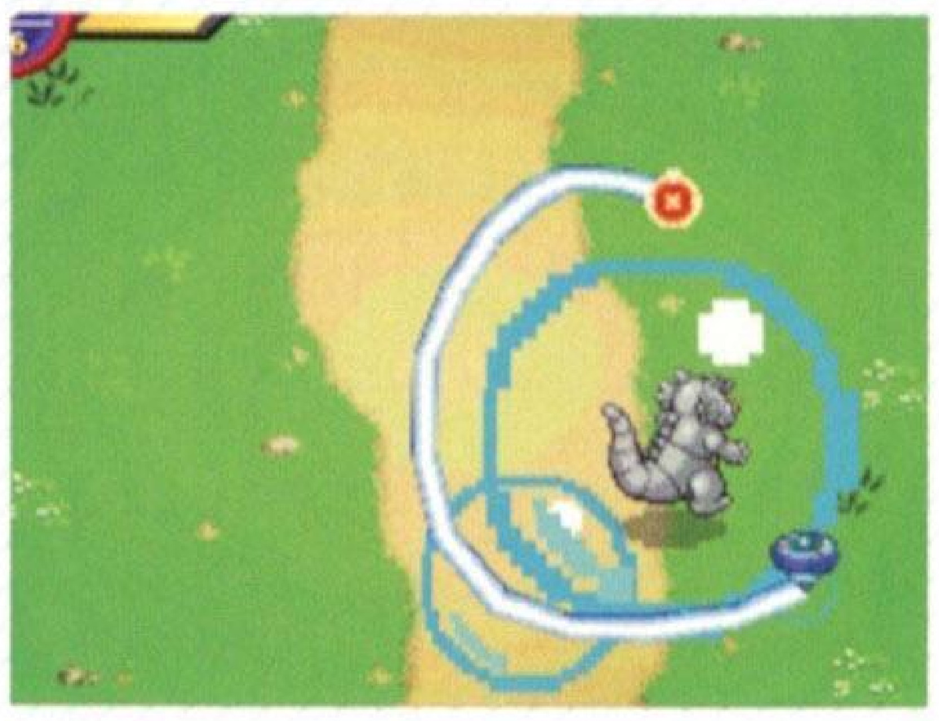
④ Meet the Go-Rock Squad

You rejoin the professor just as he's robbed by two goons from the Go-Rock Squad. They swipe his Super Styler and attempt to cover their tracks with another rockfall, but the rocks land on the wrong side of you, allowing you to chase the hooligans out of the tunnel. Despite the urgency of the situation, you can afford to take a few seconds to save your game and capture a Magnemite on the way out.



⑤ Calm the rampaging Rhydon

The Go-Rock Squad has enraged a Rhydon to cover their retreat, and you have no choice but to capture it mid-rampage. Wait for Rhydon to use its rock-throwing move twice, then use a Grass or Water Poké Assist so you can circle Rhydon without having to worry about its sudden charge attacks. It will take a record eight loops to capture Rhydon and calm it down.



MISSION COMPLETE

Release your Pokémon and lead the professor to the Fall City Ranger Base. Base Leader Joel will give you a promotion, and then head upstairs to speak privately with the professor. Kill time by chatting with Keith and Lind on the ground floor; after you speak to them, Joel will return with a new mission for you.

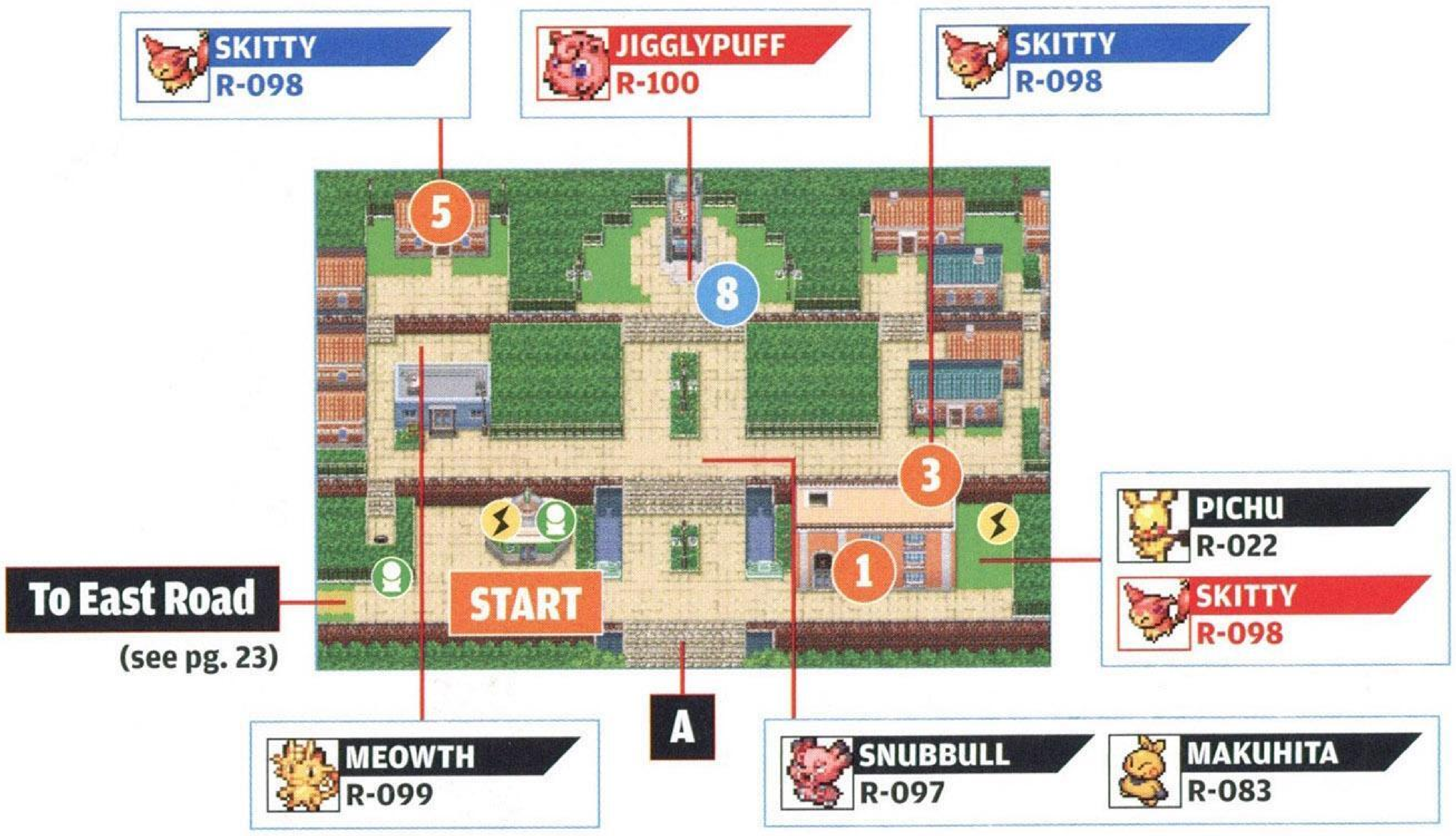
MISSION 2

Fall City Case Log

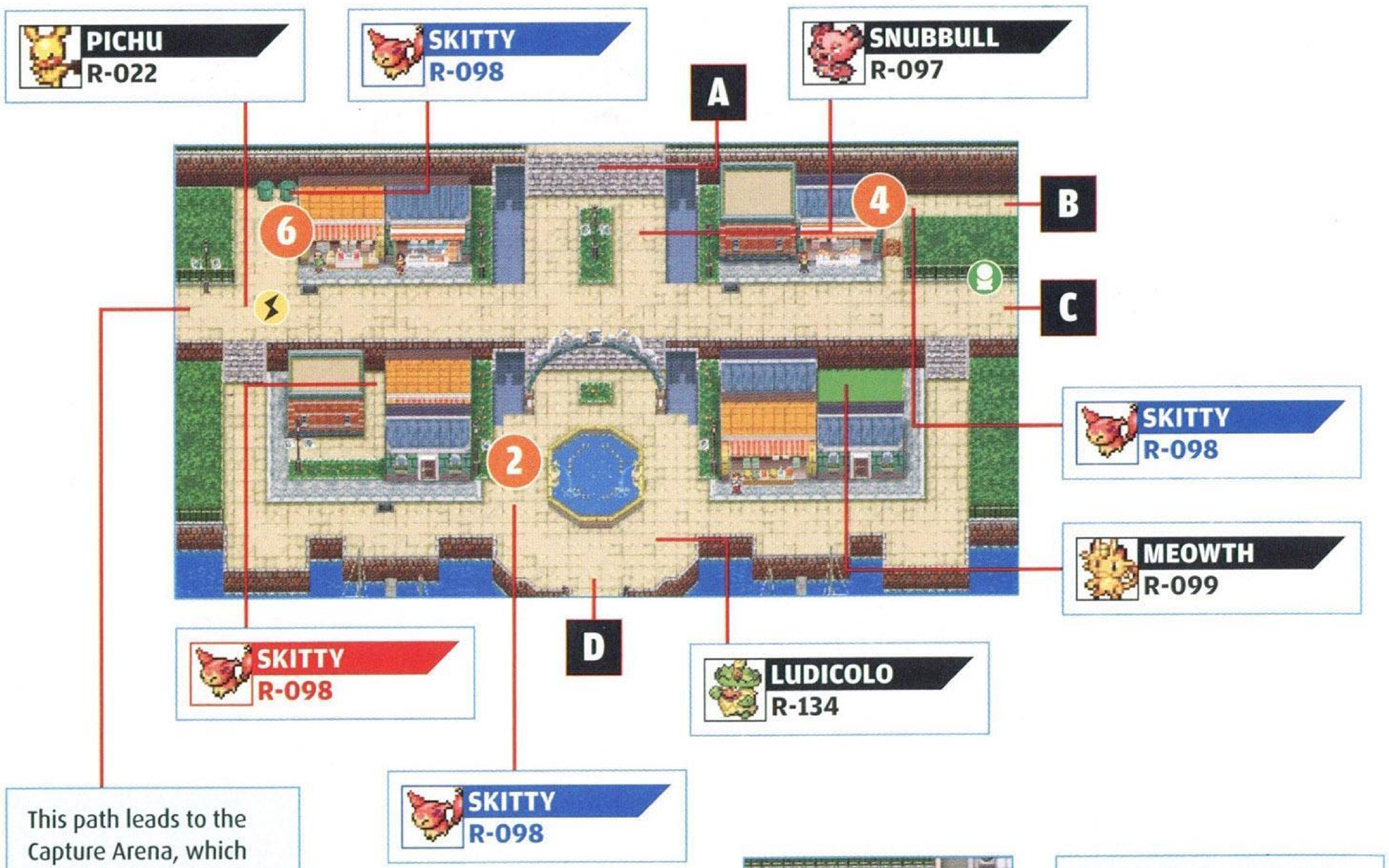
While your fellow rangers investigate the Go-Rock Squad, help solve the Pokémon-related woes of Fall City's citizens.

MISSION OVERVIEW

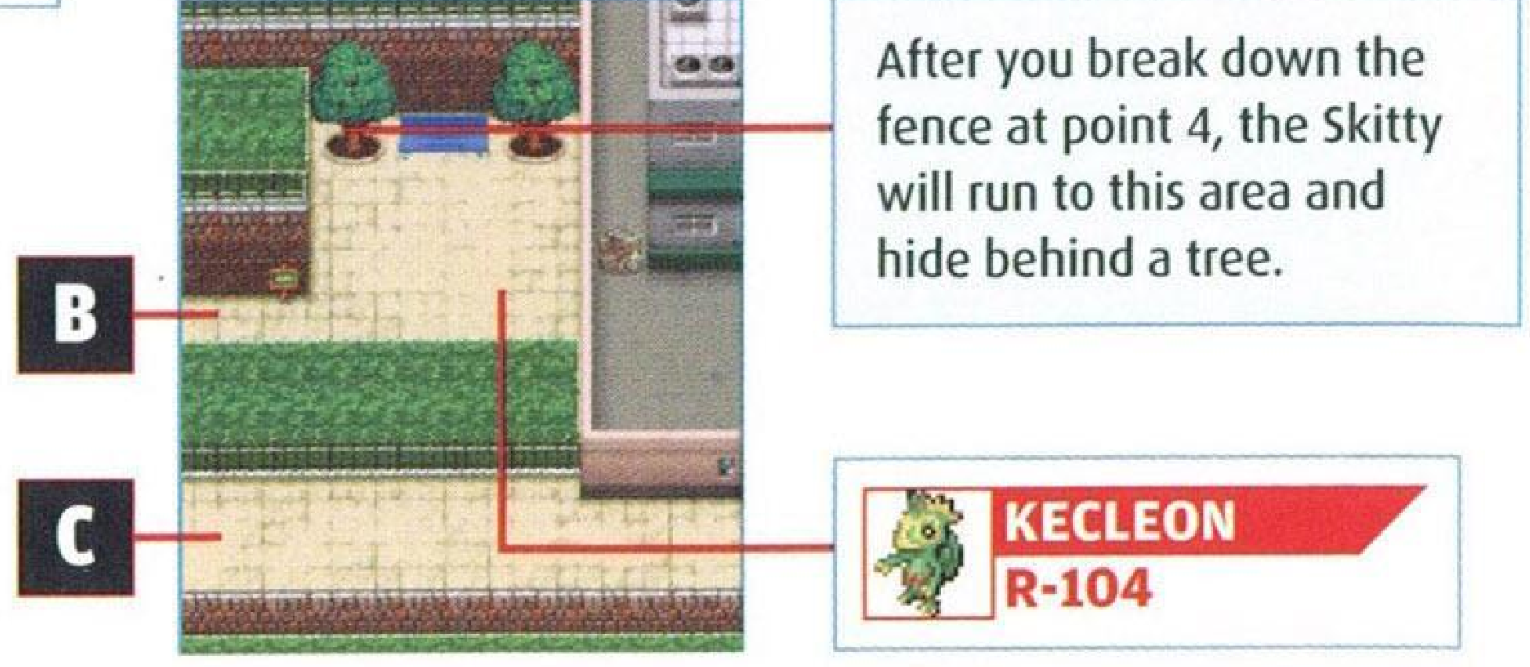
1. Unblock the apartment door
2. Find Skitty #1
3. Find Skitty #2
4. Find Skitty #3
5. Find Skitty #4
6. Find Skitty #5
7. Illuminate the professor's lab
8. Calm the rampaging Machoke


SKITTY R-098
JIGGLYPUFF R-100
SKITTY R-098
5
8
3
1
PICHU R-022
SKITTY R-098
To East Road
START
A
MEOWTH R-099
SNUBBULL R-097
MAKUHITA R-083

(see pg. 23)


PICHU R-022
SKITTY R-098
A
SNUBBULL R-097
B
6
4
C
2
SKITTY R-098
MEOWTH R-099
SKITTY R-098
D
LUDICOLO R-134
SKITTY R-098

This path leads to the Capture Arena, which opens for business after you beat the game. See pg. 80


B
C
KECLEON R-104

After you break down the fence at point 4, the Skitty will run to this area and hide behind a tree.

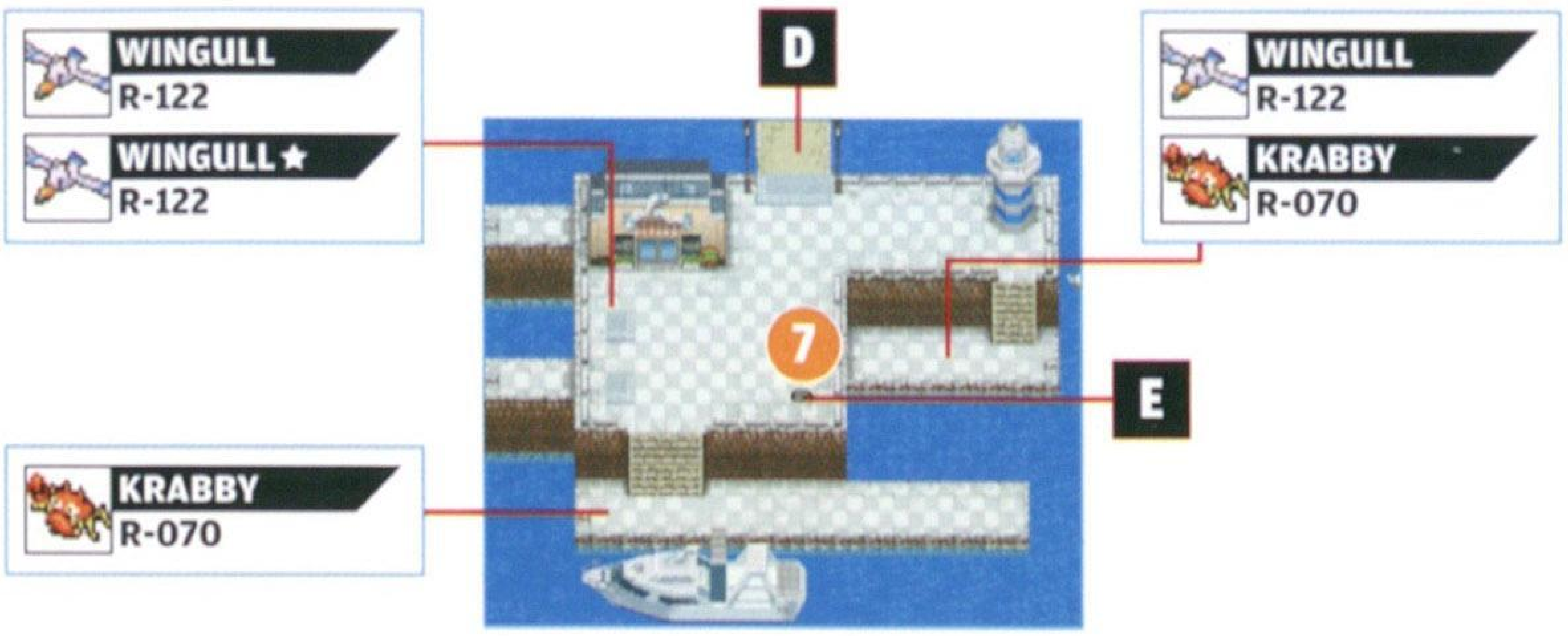
CAPTURE CONDITIONS

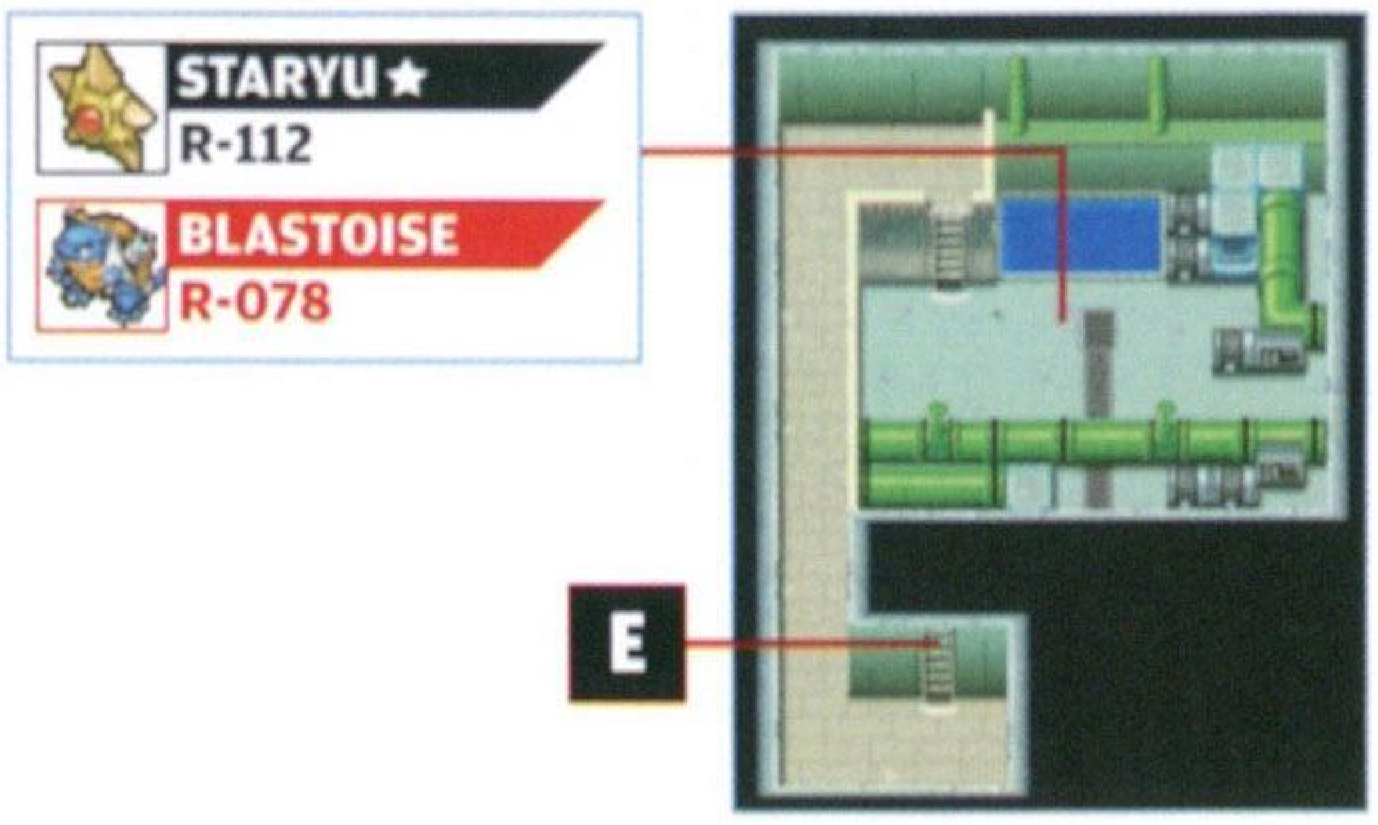
BLACK-LABELED POKéMON
Available from the start of the mission

BLUE-LABELED POKéMON
Appears during step 2 of the mission

RED-LABELED POKéMON
Appears after you complete story mode

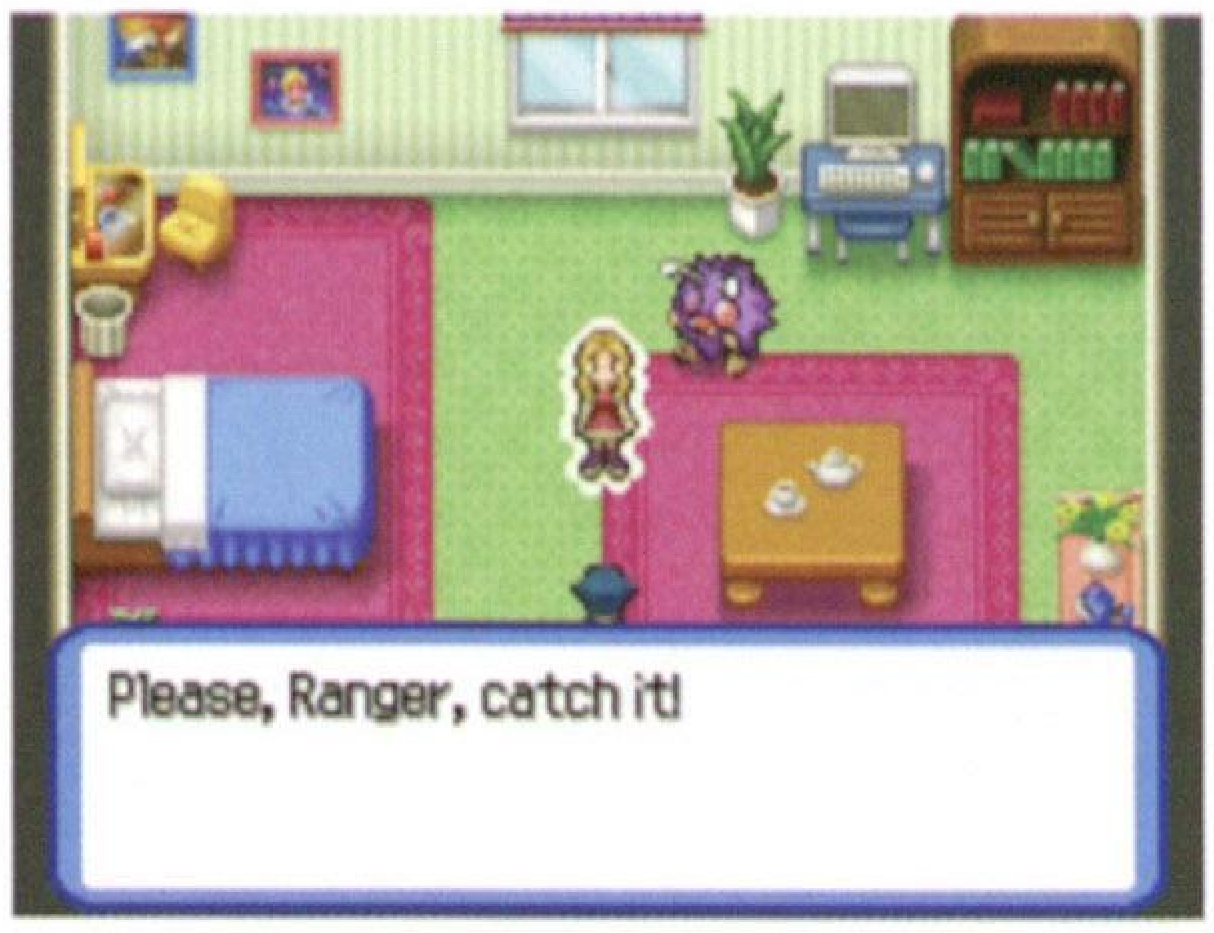
★
Disappears at the end of the mission





1 Unblock the apartment door

Your first client will find you as you head east from the Ranger Base, and lead you to her apartment. After examining the crate, capture the Makuhita northwest of your client's apartment and use its Tackle Field Move to knock the crate away. The client will then invite you in for a snack, and ask you to capture a trespassing Venonat. Hey, what happened to that snack?


Please, Ranger, catch it!

2 Find Skitty #1

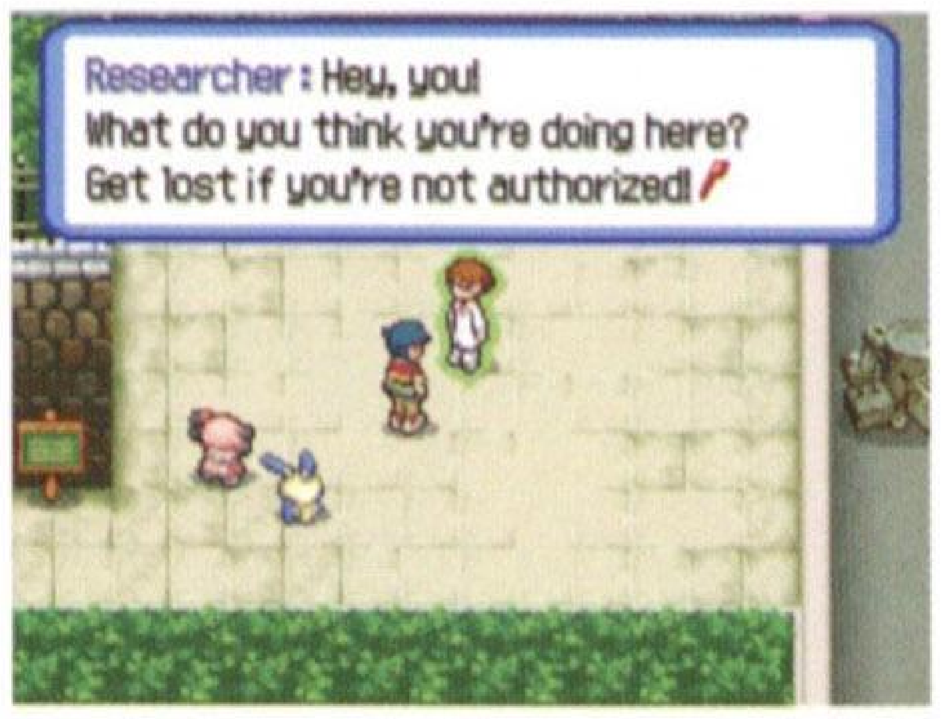
When you leave the apartment and head back to the Ranger Base, a woman named Teresa will offer you a new task: find and capture her five missing Skitty. The first Skitty is near the fountain two screens to the south. It will jump around a lot on the capture screen, but Skitty has no way of damaging your Styler. Since you have nothing to lose, earn as many experience points as possible on each Skitty capture.

3 Find Skitty #2

Another Skitty is basking in the sun atop the first client's apartment building. Take the stairs all the way to the roof to reach it. You may want to bring both Skitty back to Teresa (who is waiting near the Ranger Base) to open up some space in your party.

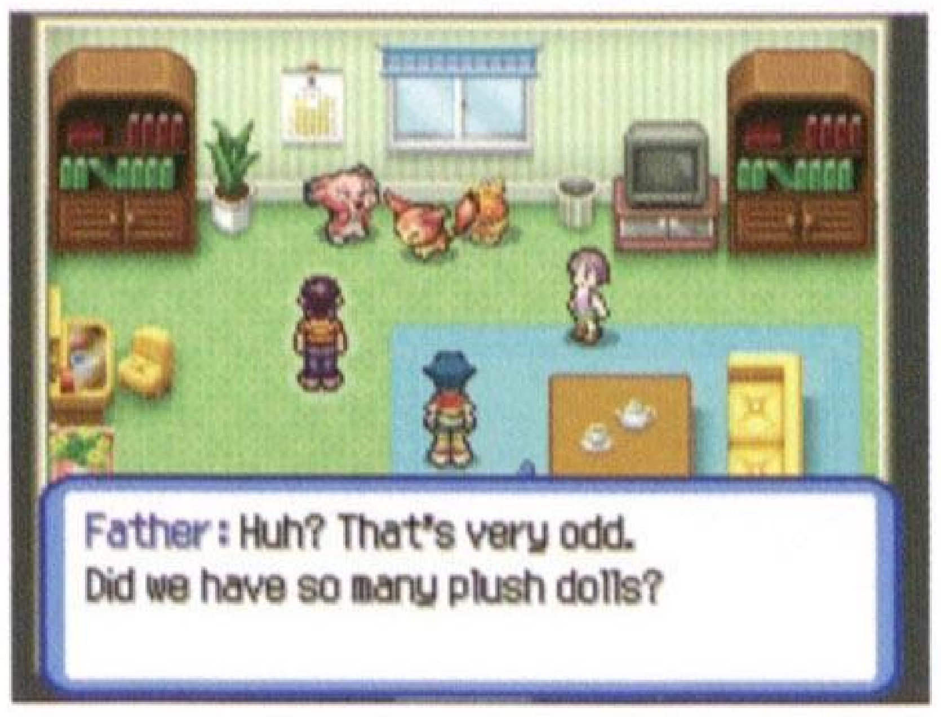
4 Find Skitty #3

If you ask Teresa for information, she'll tell you that Skitty like flowers. You'll find a flower shop at point 4, but the Skitty is locked behind a wood fence. Capture a Meowth from a grassy patch to the south, and use its Cut Field Move to destroy the fence. Follow the Skitty to the east, where you'll stumble upon a suspicious scene. The Skitty is hiding behind a nearby tree.


Researcher: Hey, you!
What do you think you're doing here?
Get lost if you're not authorized!

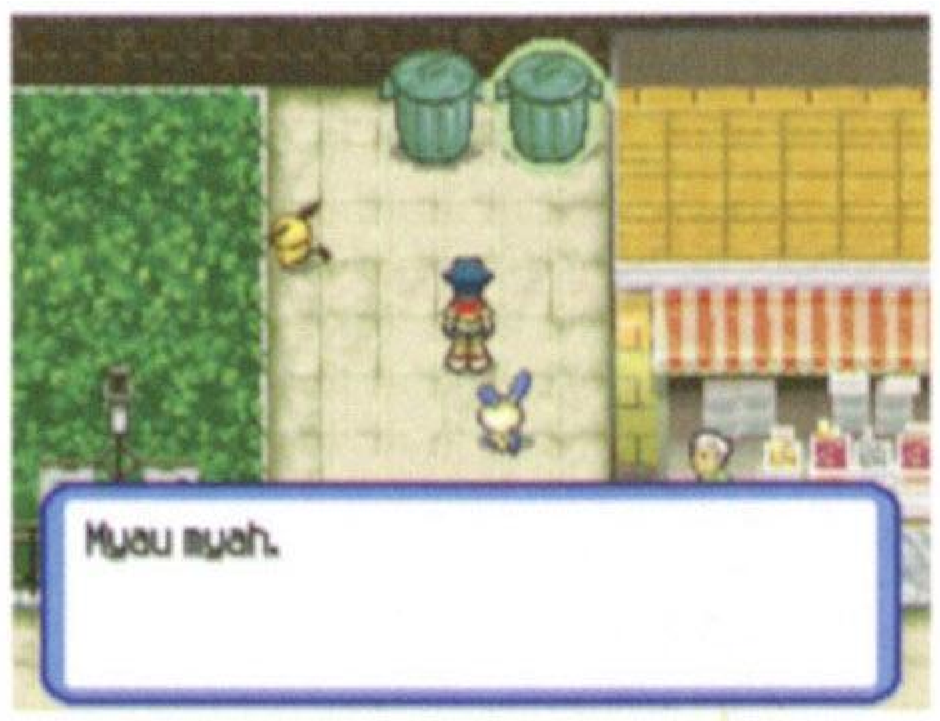
5 Find Skitty #4

Apparently Skitty also like stuffed animals—the fourth Skitty is hanging out in a local resident's plush-Pokémon collection. Enter the house in the northwest corner of town and tap Skitty with your stylus to reveal its true nature.


Father: Huh? That's very odd.
Did we have so many plush dolls?

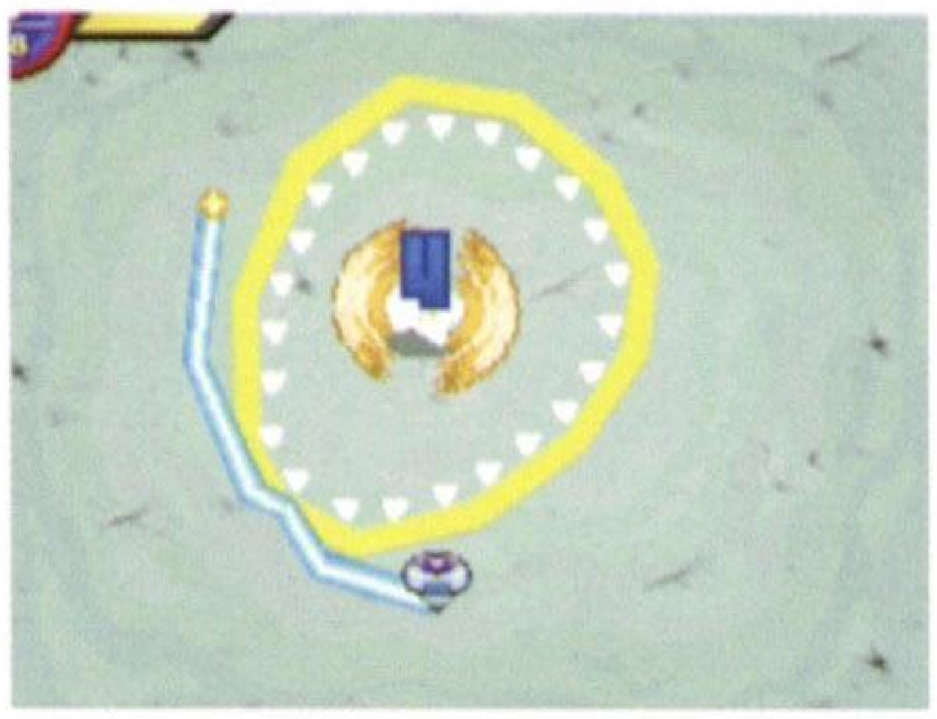
6 Find Skitty #5

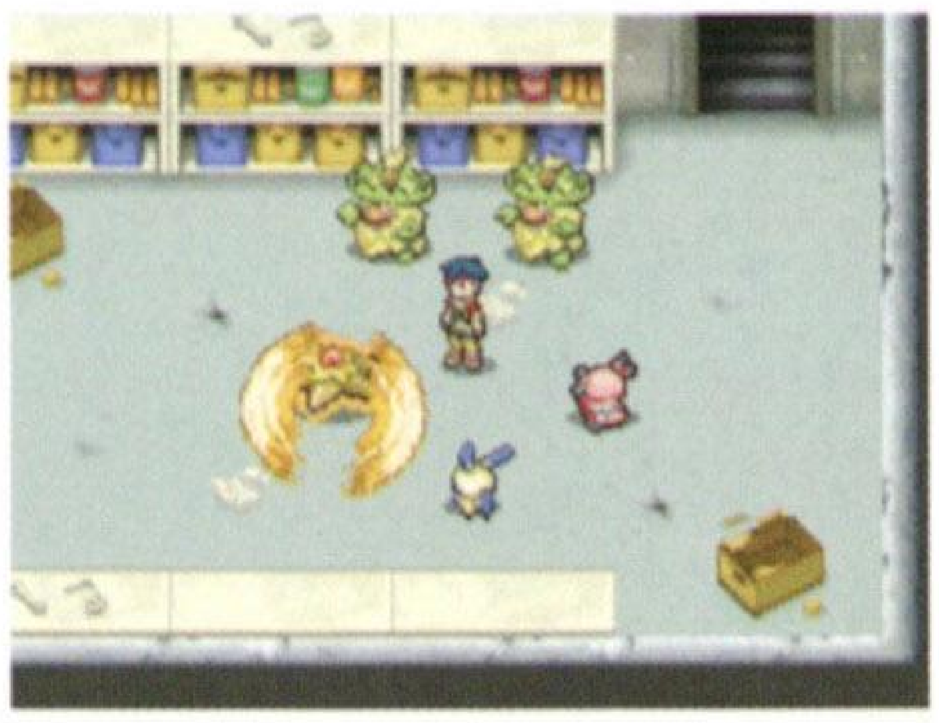
The final Skitty is hiding in a garbage can. Tap the cans until you hear the Skitty's "myau myah," then go capture a Snubbull or a Makuhita, either of which can smash the trash can with the Tackle Field Move. Capture the Skitty and return it to Teresa to complete this quest. Then head east from the Ranger Base to meet your next client.


Myau myah.

7 Illuminate the professor's lab

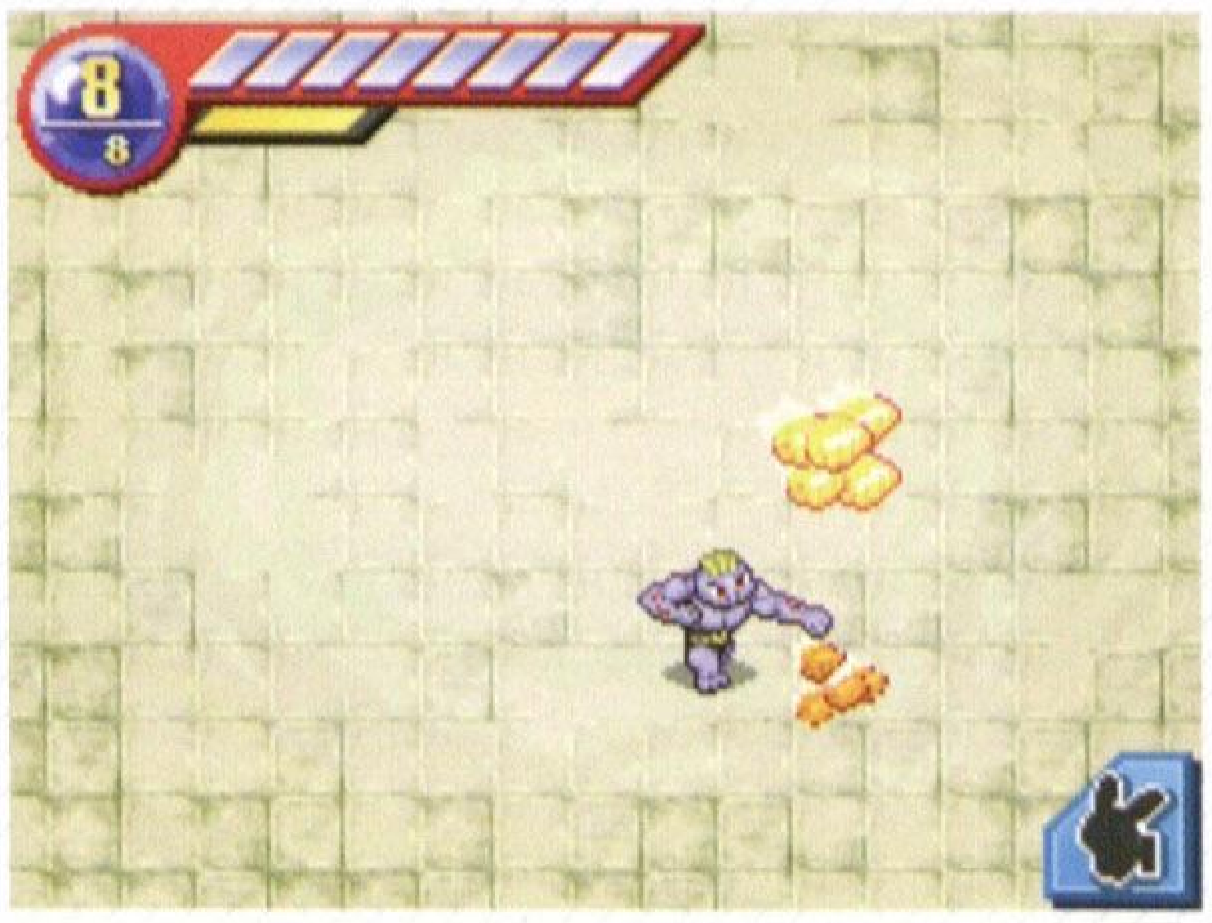
Follow the professor's assistant to the lab, where she'll explain her predicament. To light up her basement you'll need a Staryu, which you can find in the basement of the lighthouse. Head south until you reach the harbor where you first met Spenser, then drop down the ladder to the southwest of the lighthouse. When challenging Staryu, wait for it to stop running and begin its spin attack, then draw wide loops around it. Lead the Staryu back to the lab basement and tap it with your stylus to light up the room.





8 Calm the rampaging Machoke

When you head east from the lab you'll run into Aria. Your conversation will be interrupted by a commotion to the north, where the researcher you ran into earlier has set his Machoke loose on the clock tower. Machoke has a lot of moves that can interfere with your efforts to circle it eight times, so use a Poké Assist from your partner Pokémon to stun Machoke for a few seconds before you begin circling.



Machoke's flurry of punches does a lot of damage, but a red exclamation point will appear above its head before it starts swinging, giving you plenty of time to lift your stylus and dodge the attack. After Machoke punches and misses, circle it as many times as you can. Even if you can't complete the capture, you'll charge your partner Pokémon's energy with each loop.

MISSION 3

Grimer Outbreak

Someone has set a bunch of Grimer loose in the Waterworks, and they're causing a huge stink. Track them down and round them up!

MISSION OVERVIEW

1. Clean up Grimer sludge pool #1
2. Clean up Grimer sludge pool #2
3. Slide through the slime field
4. Turn Raticate on the metal fence
5. Clean up Grimer sludge pool #3
6. Clean up Grimer sludge pool #4
7. Use Tangela to cross the gap
8. Use Meditite to enter a secret room
9. Catch a rare Crawdaunt
10. Clean up Grimer sludge pool #5
11. Catch Muk to save the Waterworks

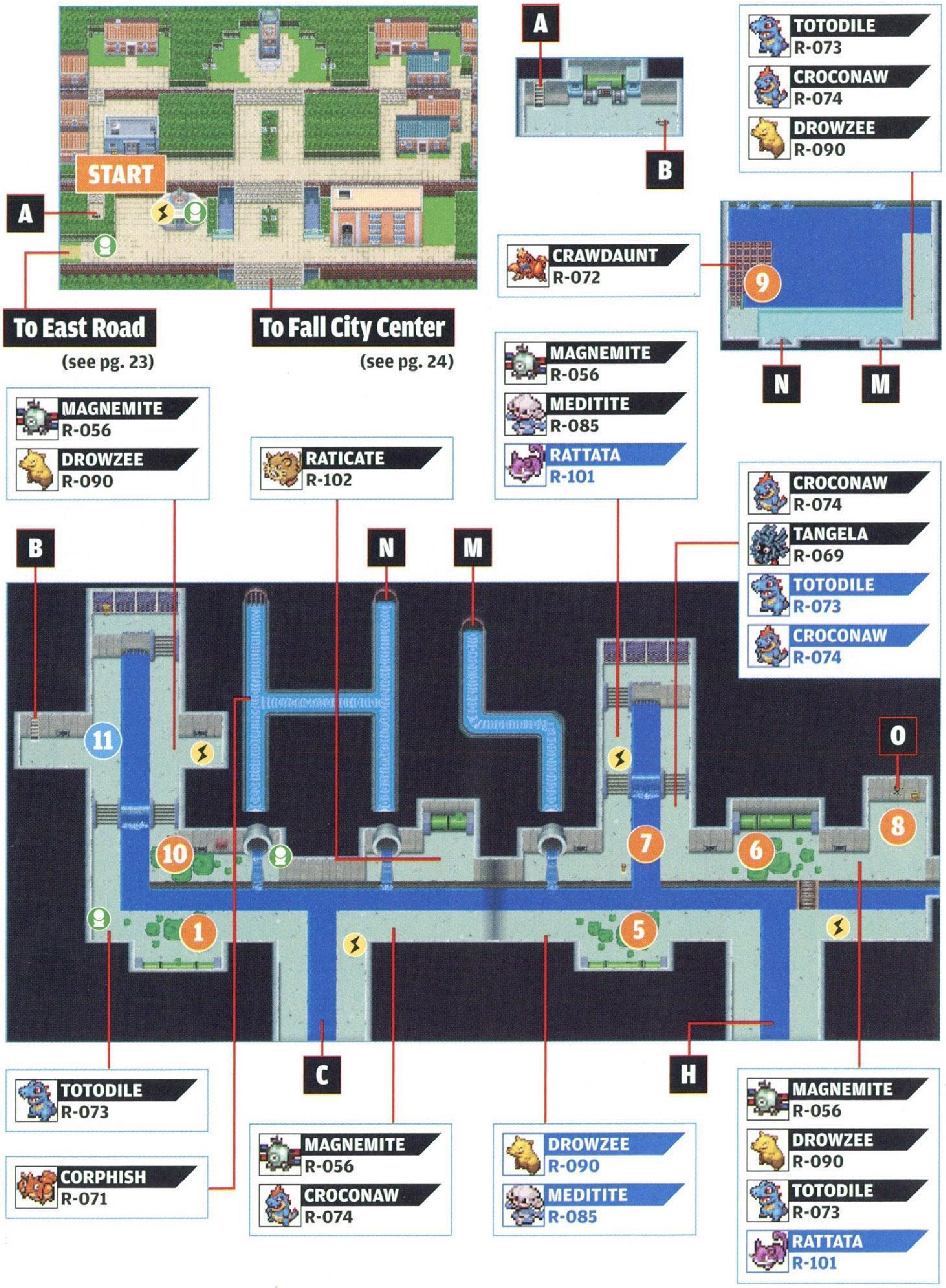
CAPTURE CONDITIONS

BLACK-LABELED POKéMON
Available from the start of the mission

BLUE-LABELED POKéMON
Appears during step 2 of the mission

RED-LABELED POKéMON
Available after you complete Mission 5

★
Disappears at the end of the mission


START
A
To East Road
(see pg. 23)
To Fall City Center
(see pg. 24)
A
B
TOTODILE R-073
CROCONAW R-074
DROWZEE R-090
CRAWDAUNT R-072
9
N
M
MAGNEMITE R-056
MEDITITE R-085
RATTATA R-101
MAGNEMITE R-056
DROWZEE R-090
RATICATE R-102
CROCONAW R-074
TANGELA R-069
TOTODILE R-073
CROCONAW R-074
B
N
M
O
11
10
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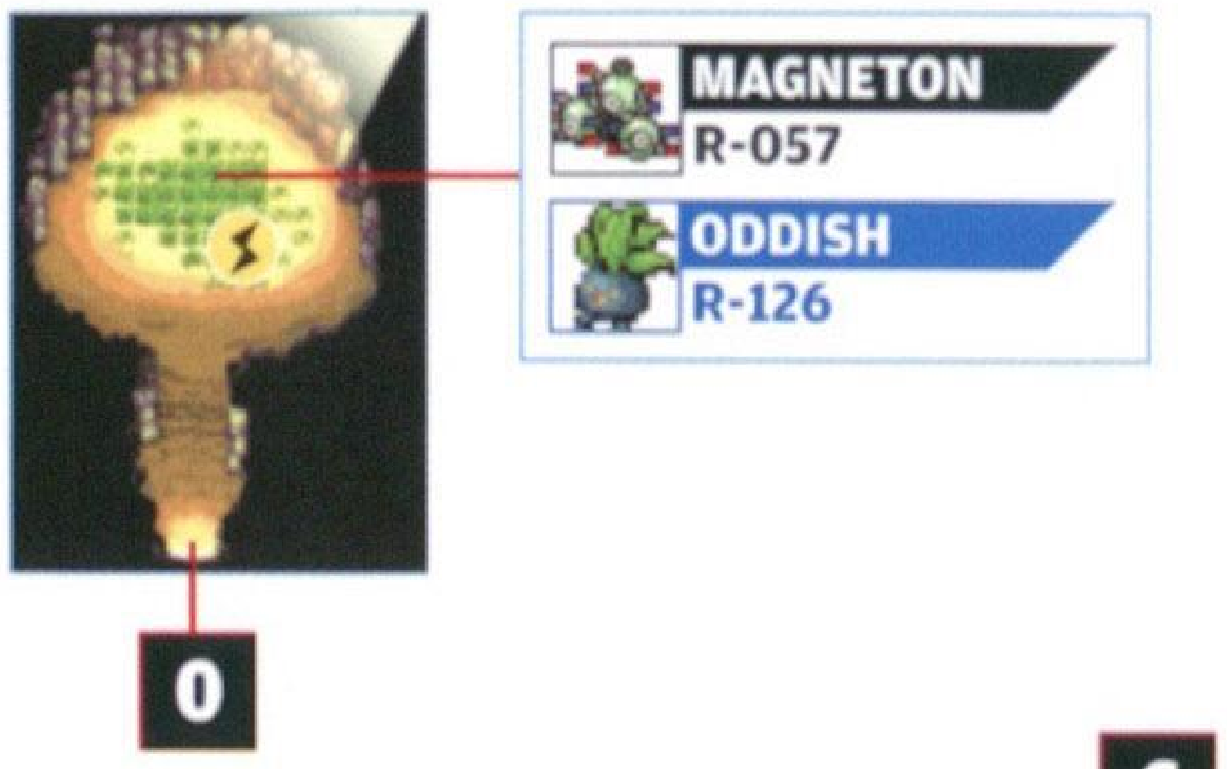
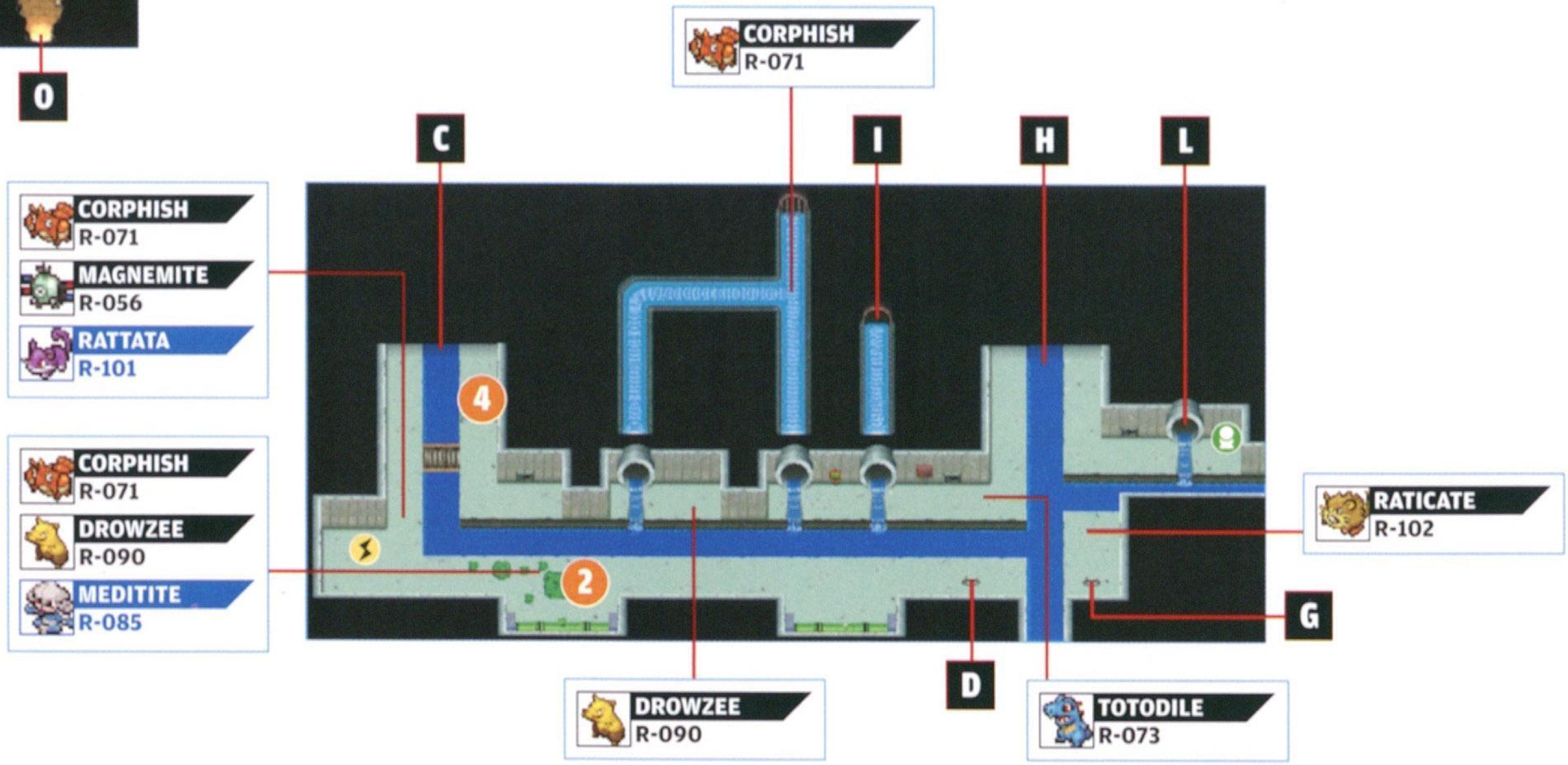
6
8
C
H
TOTODILE R-073
CORPHISH R-071
MAGNEMITE R-056
CROCONAW R-074
DROWZEE R-090
MEDITITE R-085
MAGNEMITE R-056
DROWZEE R-090
TOTODILE R-073
RATTATA R-101


MAGNETON
R-057
ODDISH
R-126
O


CORPHISH
R-071
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CORPHISH
R-071
MAGNEMITE
R-056
RATTATA
R-101
4
CORPHISH
R-071
DROWZEE
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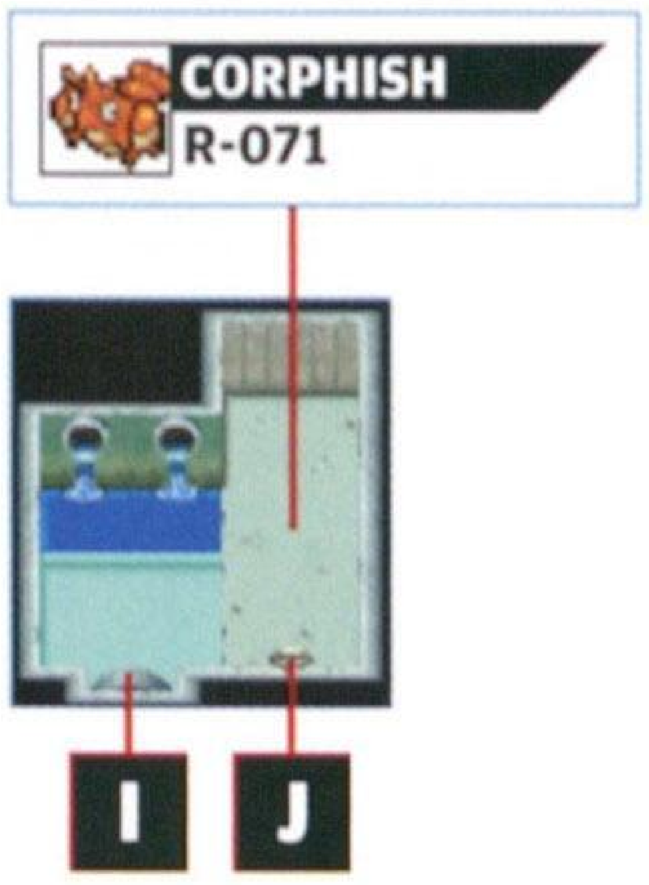
TOTODILE
R-073


CORPHISH
R-071
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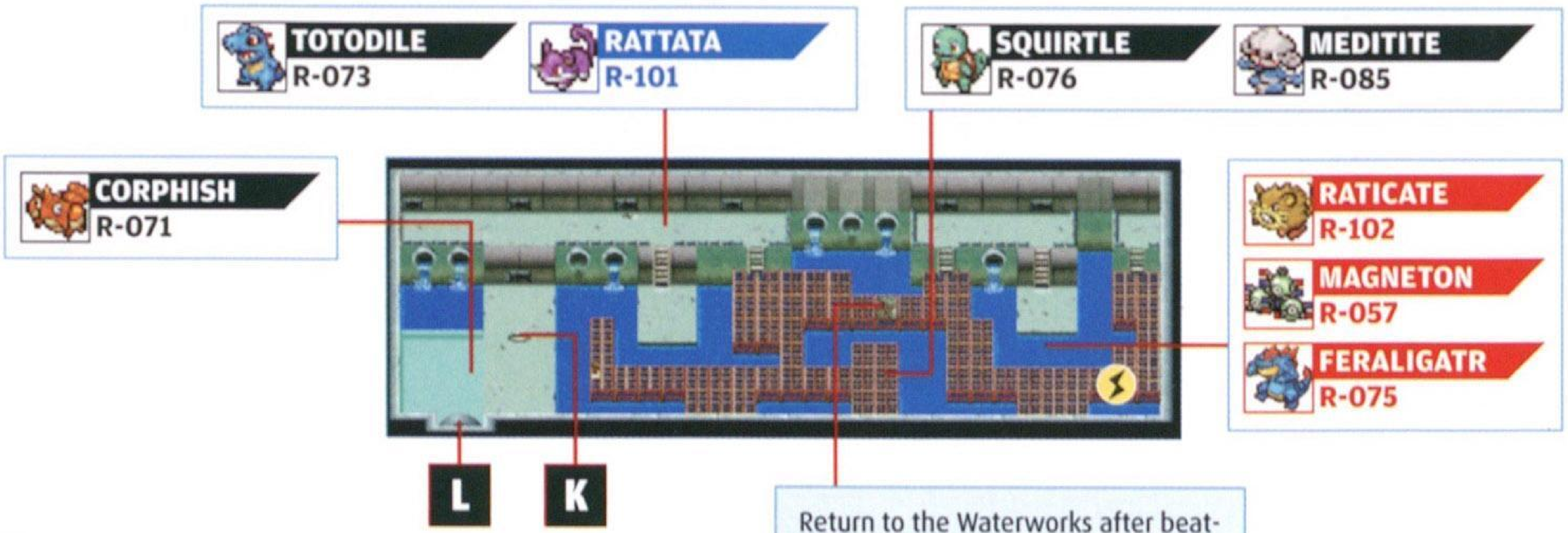
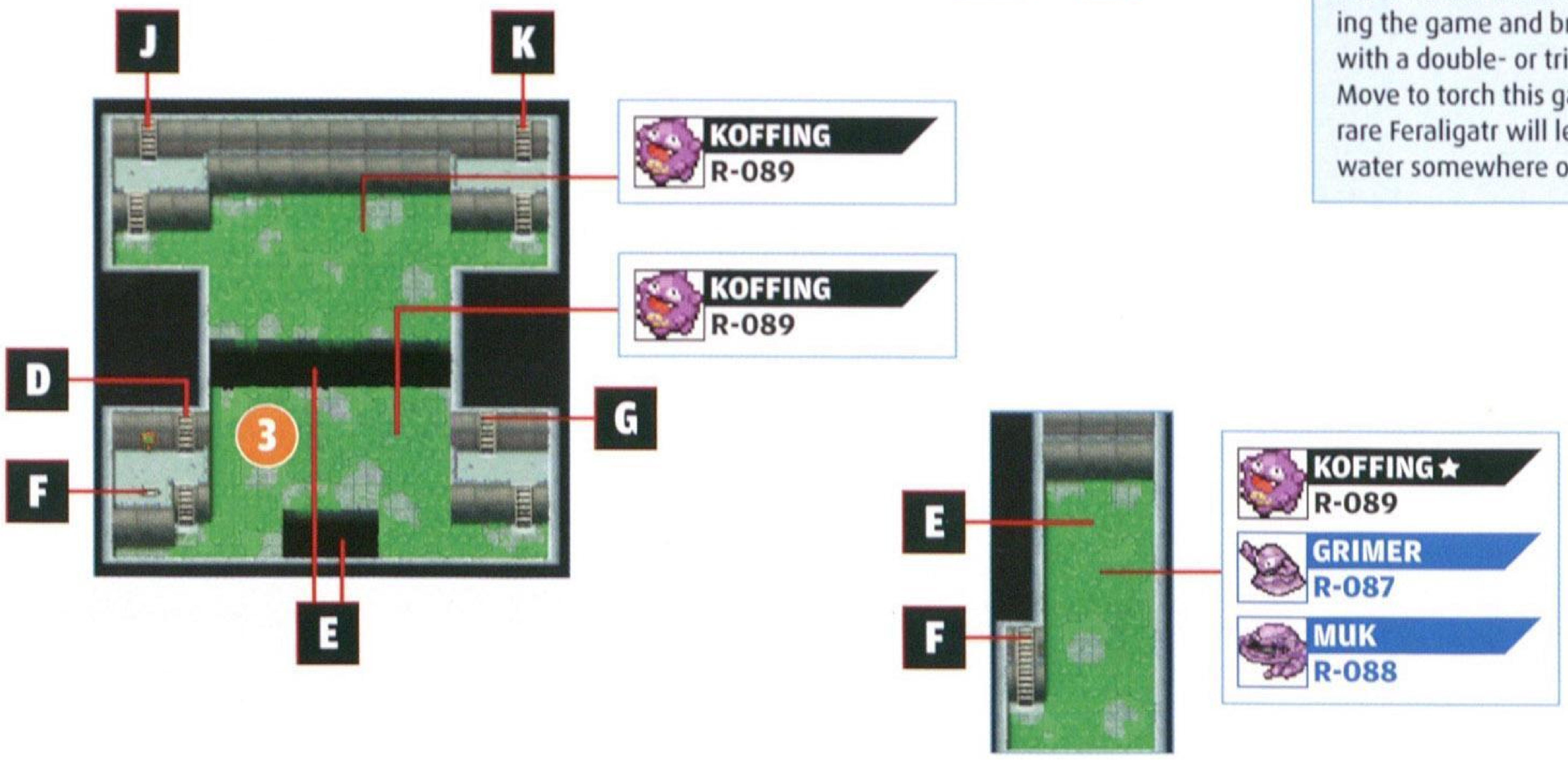
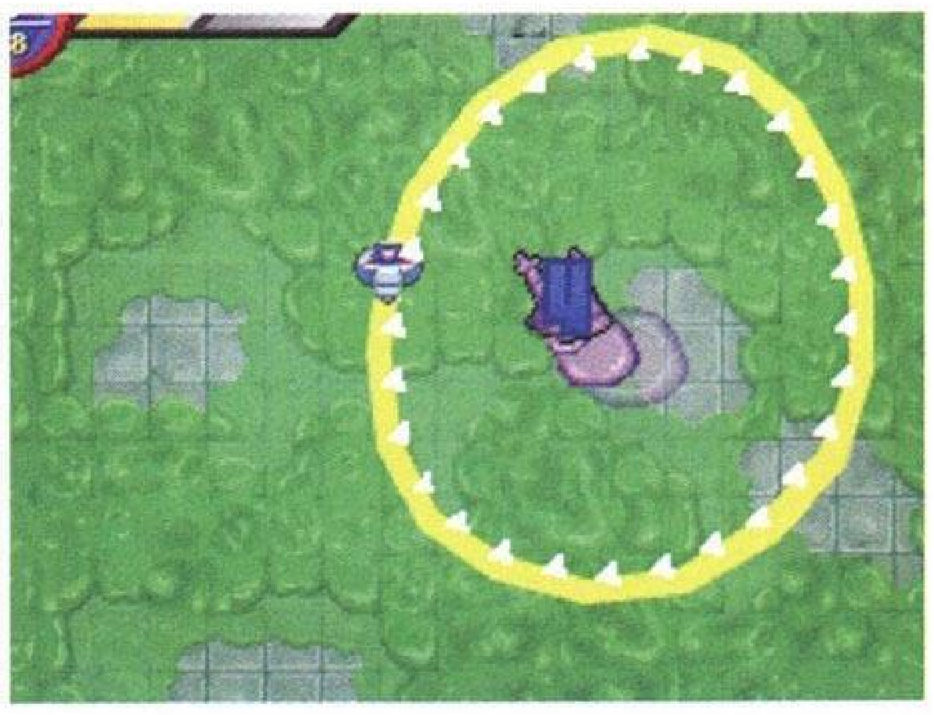
J


TOTODILE
R-073
RATTATA
R-101
SQUIRTLE
R-076
MEDITITE
R-085
CORPHISH
R-071
RATICATE
R-102
MAGNETON
R-057
FERALIGATR
R-075
L
K

Return to the Waterworks after beating the game and bring a Pokémon with a double- or triple-Burn Field Move to torch this garbage can. A rare Feraligatr will leap out of the water somewhere on the other side.


J
K
KOFFING
R-089
KOFFING
R-089
D
3
G
F
E
E
F
KOFFING★
R-089
GRIMER
R-087
MUK
R-088

1 Clean up Grimer sludge pool #1



Your mission is to scour the Waterworks for green pools of sludge that conceal Grimer. Grimer leave trails of sludge as they move, and throw balls of filth—both can damage your Styler. To catch Grimer, make very wide circles that leave room for the gunk it throws, or lift your stylus when the exclamation point appears and wait for another opportunity to strike.

2 Clean up Grimer sludge pool #2

The second pool contains two Grimer. Act quickly to capture them both while they're grouped together; you'll earn extra Experience Points for getting both in one loop. The battle gets much tougher if they separate, and you may need to use a Poké Assist.

3 Slide through the slime field

This slime is slippery stuff, and you won't be able to stop or turn easily as you cross it. Your goal is to reach the ladders on the east side of the room, but the sludge may send you slipping into a pit or a Koffing. You may find it easier to control your movements with the Control Pad than with the stylus. If you fall into a pit, head south to find a ladder back up to the beginning of the room. When you hit a Koffing, capture it so you can use its handy Poké Assist against future targets.

4 Turn Raticate on the metal fence

The ladders at the end of the slime field lead to a Raticate, who has the double-Cut Field Move to slice through the metal fence at point 4. Raticate will actively attack your Capture Line—keep your loops moving ahead of Raticate so it can't reach the line with its short-range bite attack.

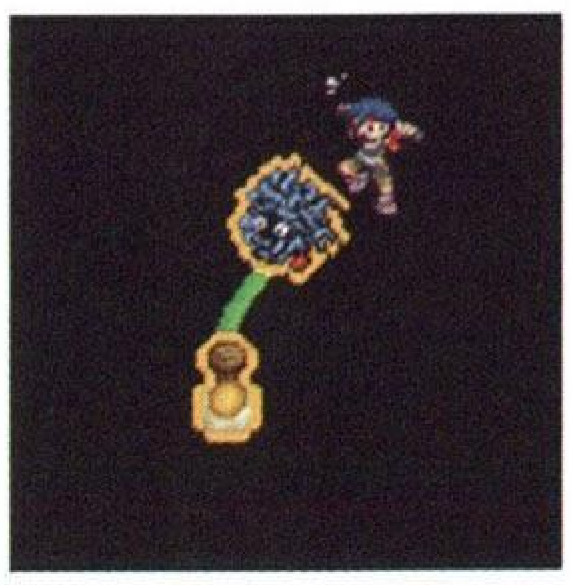
5 Clean up Grimer sludge pool #3

There's another pair of Grimer in the sludge pool beyond the metal fence. Wait until they're close to circle them both, or use a Poké Assist and take them out one by one.

6 Clean up Grimer sludge pool #4

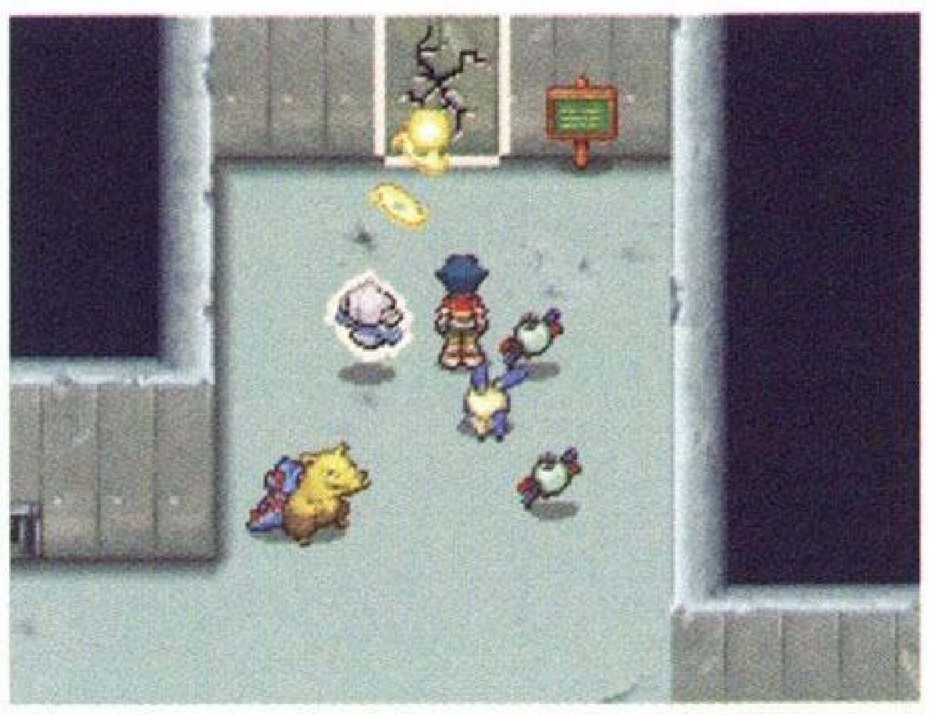
To reach the next sludge pool, enter the nearer of the two pipes and take a ladder to a second slime field. Cross it carefully, and continue on to the fourth sludge pool at point 6. Use the Save Machine along the way, because you'll face three Grimer at once in the sludge pool! Act quickly to capture them while they're close together, and don't hesitate to use Poké Assists from your partner Pokémon if they split up.

7 Use Tangela to cross the gap



To cross the gap at point 7 you'll need to capture the Tangela to the north. Wait for it to use its vine attack, then draw wide loops as soon as the vine retracts. Lead Tangela to the point where Aria spoke to you, and draw a line from Tangela to the nearby post. Tangela will pull you and your whole party across the gap!

8 Use Meditite to enter a secret room



To enter an optional secret room, head north from the post to challenge a Meditite. Drop down the wall to where you caught the Tangela, then have Meditite destroy the cracked wall at point 8. Challenge the Magneton and the Oddish when they are apart, so you don't have to battle them at the same time. Use the Magneton to refill your Styler energy if necessary, then capture another Tangela and return to the pipe.

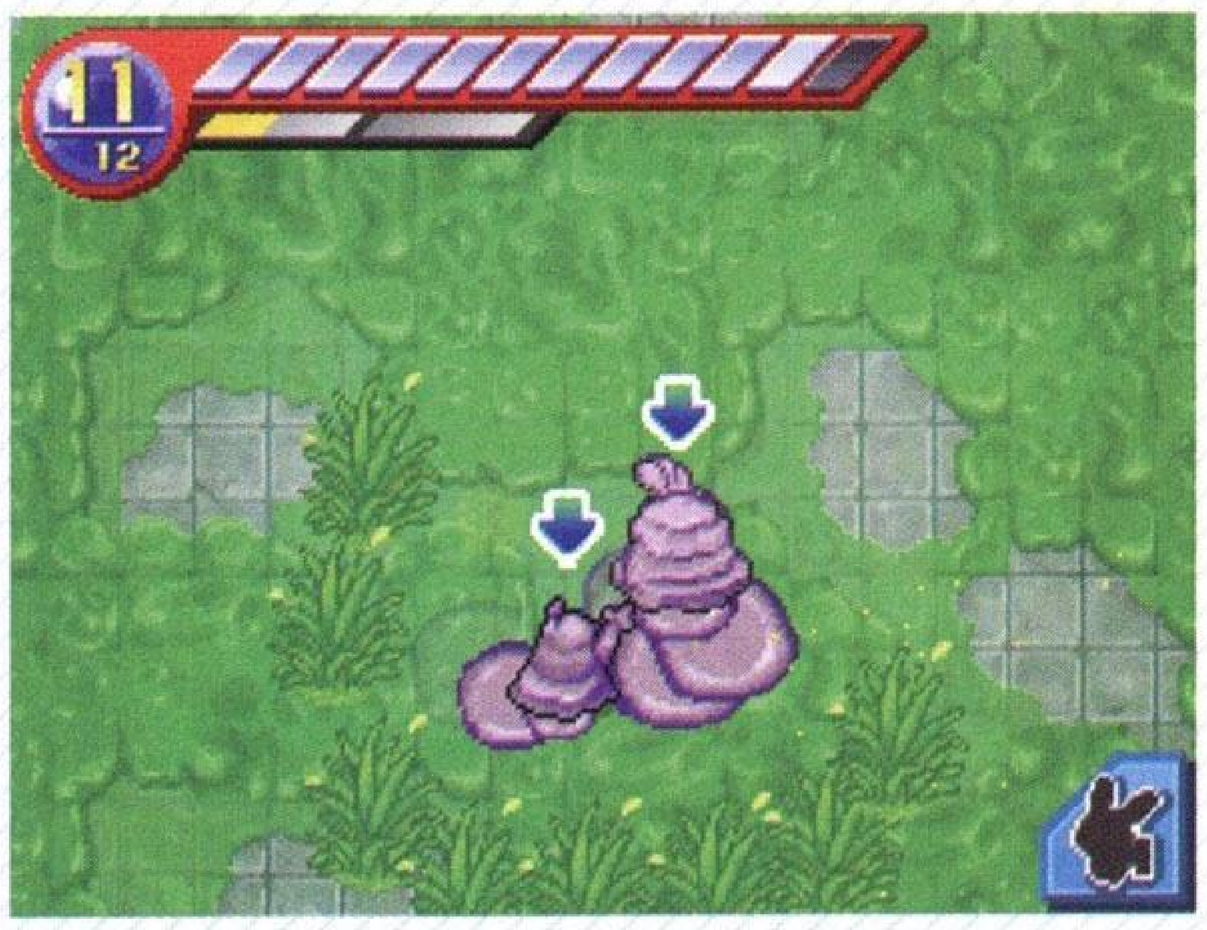
9 Catch a rare Crawdaunt

To break the metal fence at point 9, you'll need to enter the M pipe and go straight through to a dead end where there's a Raticate. Use Raticate to break down the gate, then stand on the north end of the dock to lure Crawdaunt out. Like Raticate, Crawdaunt will aggressively attack your Capture Line. Lure it toward some scribbles, then circle it 10 times for the capture. Don't be afraid to use your partner Pokémon's assist if you need a boost.

10 Clean up Grimer sludge pool #5

Head west in the M pipe to reach the final Grimer sludge pool. The three Grimer here are in a tight group, giving you a chance to capture all three at once. Use a Poké Assist if you need it, but try to save a few good ones for the battle ahead. There is a Save Machine directly adjacent to this sludge pool, so you can afford to take a few risks here.

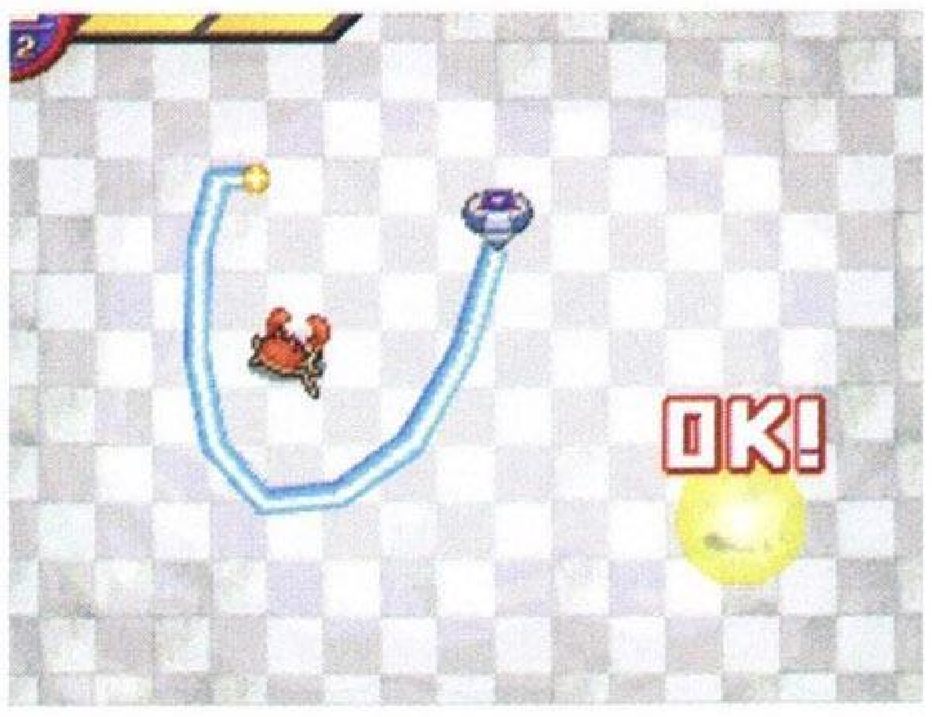
11 Catch Muk to save the Waterworks



As if the Grimer weren't bad enough, now you have a Muk to deal with too! Oddish's Grass Poké Assist can slow down Muk and the two Grimer, but you'll have even better results with Drowzee's Psychic Poké Assist, which is especially effective against Poison-group Pokémon. After you use a Poké Asssist to stun the group, circle all three with wide loops. Don't get greedy and try to capture them all; lift your stylus as soon as the Grimer are ready, then take on Muk one-on-one. Muk behaves like an extralarge Grimer. To leave room for Muk's projectile attack and its extra-long sludge trail, you'll often need to draw loops that are too big to reduce its required loop number, but that's fine; these extra-large loops will allow you to buy time while Muk attacks, and you can then tighten your loops to finish it off.

MISSION COMPLETE

Report your triumph to Joel to earn a well-deserved promotion. Joel will then ask you to visit Summerland to investigate the Go-Rock Squad. However, he can't provide any transportation other than suggesting that you speak to the "Lapras Guy" in the harbor. You'll arrive just in the nick of time—Lapras is beset by a pair of angry Krabby. Rescue it by capturing the two Krabby. The grateful Lapras will allow you to ride on its back all the way to Summerland.



The Krabby don't usually fire their water bubbles in unison, so it won't be easy to capture them both at the same time (unless you use a Poké Assist). Wait until they separate, then capture one of them after it fires a bubble. Catching the remaining Krabby should be a snap.

When you arrive in Summerland, head straight to the Ranger Base in the northeast corner of town. When Ranger Percy goes to look for Cameron, speak to Leilani in the Ranger Base to trigger the next event. When you leave the Ranger Base a text message from Spenser will mark the official beginning of your next mission. Head north through town to the entrance of Olive Jungle.

MISSION 4

Where's Politoed?!

The Go-Rock Squad has come to Summerland in a big way. Search for Percy's Politoed in the Go-Rock-controlled Olive Jungle.

MISSION OVERVIEW

1. Shake Pokémon out of trees
2. Meet the Go-Rock Quads
3. Go-Rock Squad Grunt fight #1
4. Go-Rock Squad Grunt fight #2
5. Dodge dive-bombing Spinarak
6. Use Heracross to hack a tree
7. Catch a pack of angry Mankey
8. Water the vine sprout
9. Capture a jittery Grovyle
10. Use Grovyle to cut obstacles
11. Go-Rock Squad Grunt fight #3
12. Go-Rock Squad Grunt fight #4

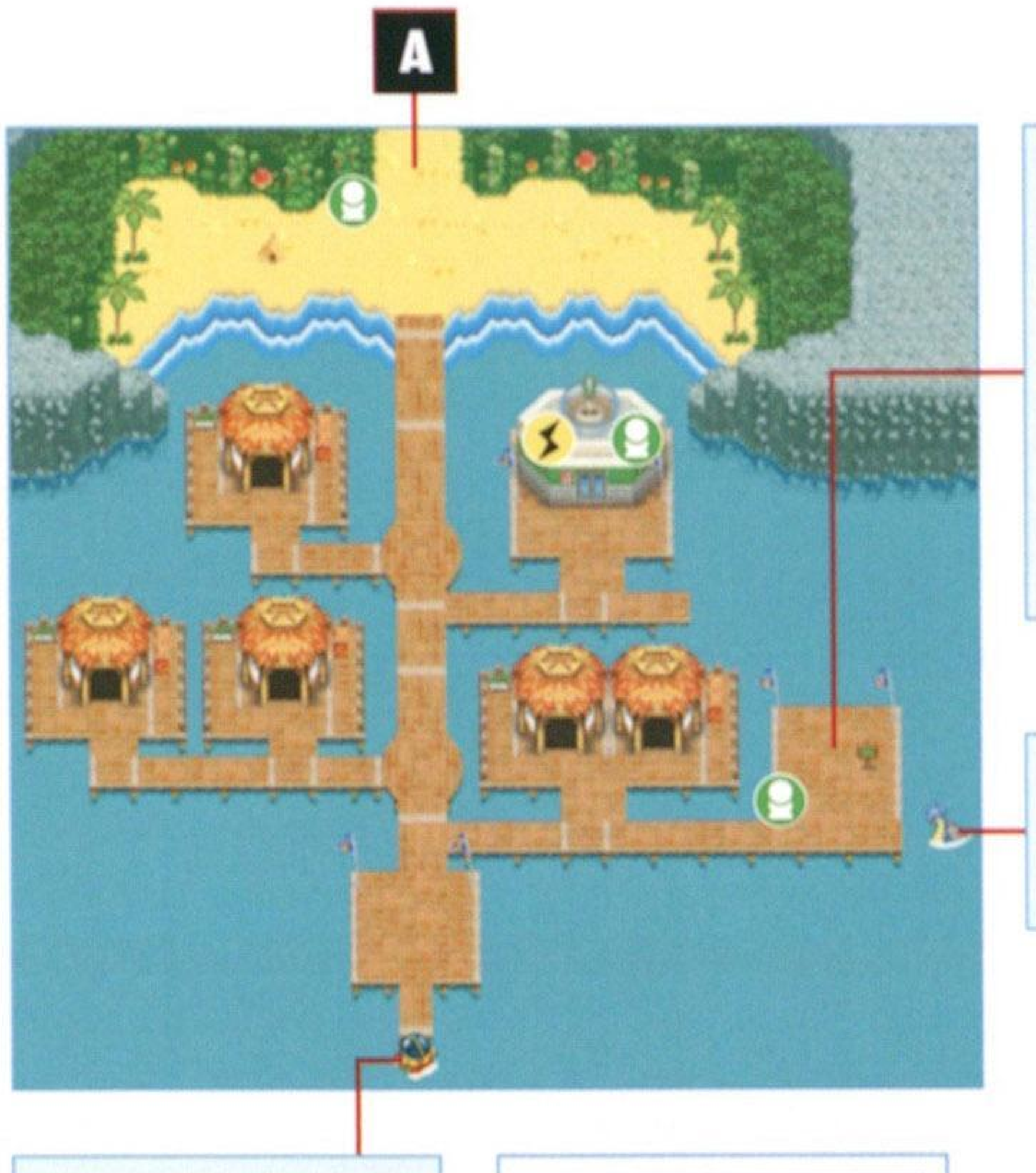
CAPTURE CONDITIONS

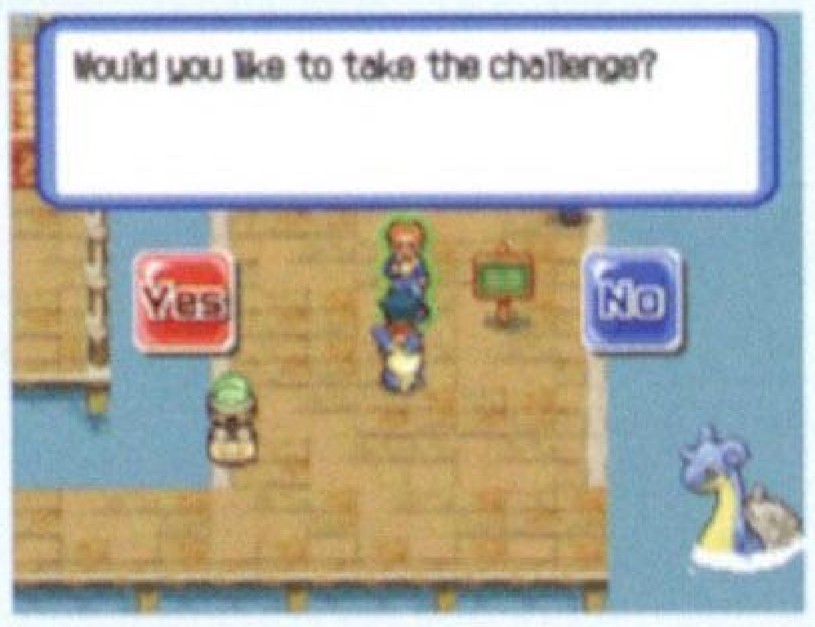
BLACK-LABELED POKéMON
Available from the start of the mission

BLUE-LABELED POKéMON
Available after you complete the mission

RED-LABELED POKéMON
Available after you beat the game

★
Disappears at the end of the mission




Would you like to take the challenge?

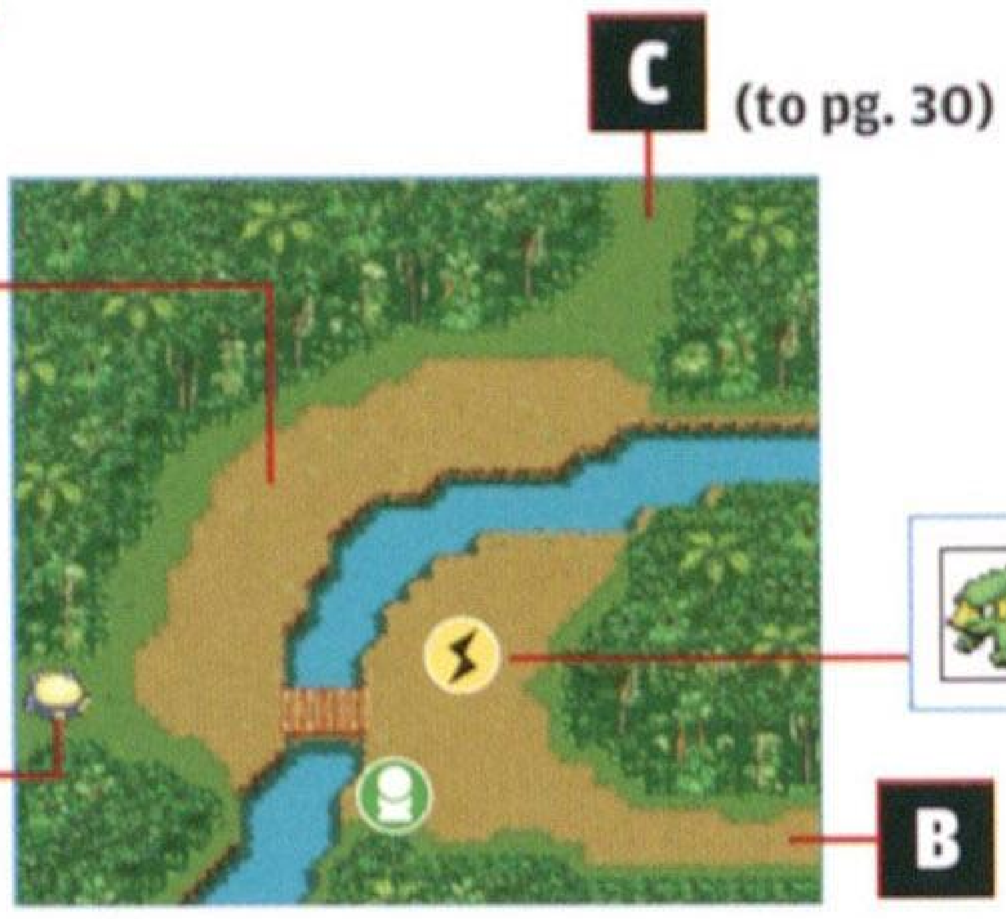
Talk to the man here to play the Marine Capture Challenge. See page 78 for a full list of Pokémon that appear during the challenge, and tips on how to beat the high score.

You can use Lapras to travel between Fall City and Summerland whenever you have free time between missions.

After you complete Sub-Mission C, you'll find the Aquamole waiting here. See page 47 for details.

PHANPY R-034

TREECKO R-129



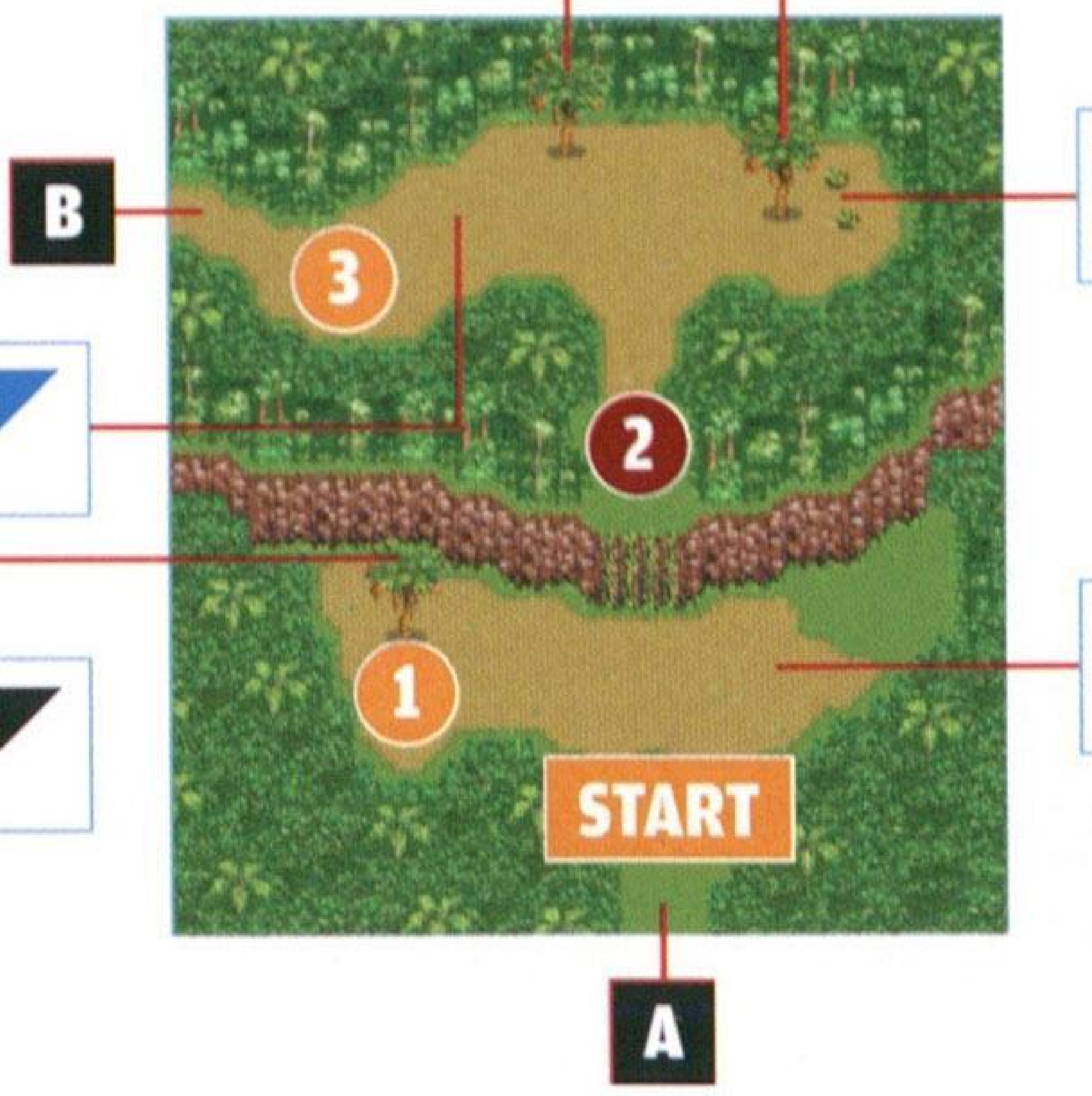
(to pg. 30)

ELECTRIKE R-146

You won't be able to head this direction until the sleeping Snorlax leaves later in the game.

SLAKOTH R-162

SILCOON R-155

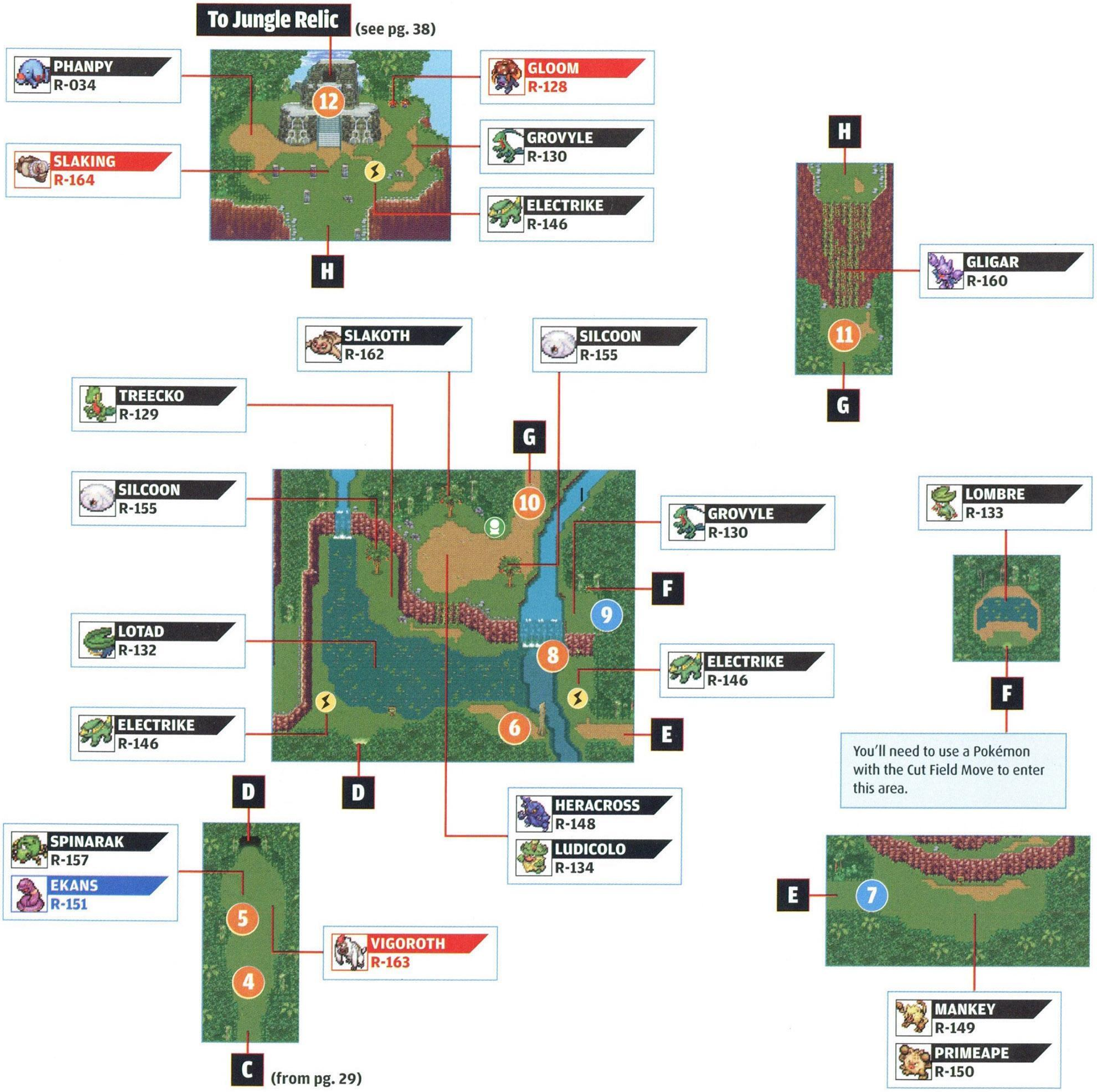


ODDISH R-126

WURMPLE R-154

SILCOON R-155

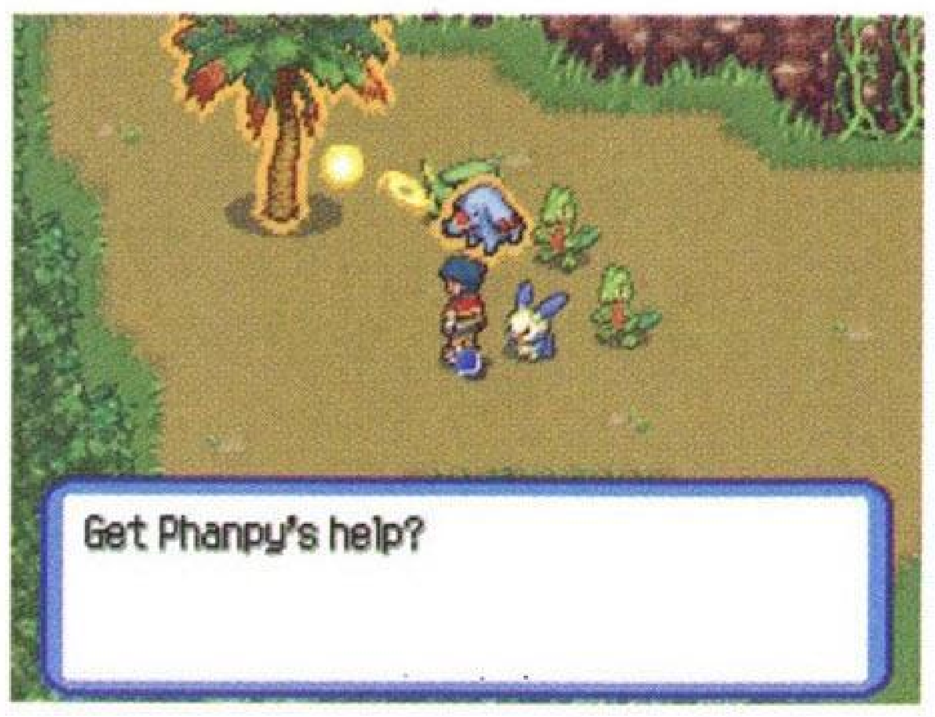
TREECKO R-129


To Jungle Relic
(see pg. 38)
PHANPY R-034
SLAKING R-164
GLOOM R-128
GROVYLE R-130
ELECTRIKE R-146
12
H
H
GLIGAR R-160
11
G
SLAKOTH R-162
SILCOON R-155
TREECKO R-129
G
10
SILCOON R-155
GROVYLE R-130
F
9
LOTAD R-132
8
ELECTRIKE R-146
ELECTRIKE R-146
6
E
D
D
HERACROSS R-148
LUDICOLO R-134
LOMBRE R-133
F
SPINARAK R-157
EKANS R-151
5
VIGOROTH R-163
4
C
(from pg. 29)
E
7
MANKEY R-149
PRIMEAPE R-150

You'll need to use a Pokémon with the Cut Field Move to enter this area.

① Shake Pokémon out of trees

If you inspect the isolated trees in Olive Jungle, you'll see that they can be shaken by a Pokémon with the Tackle Field Move. If you catch a few Phanpy later in the level and bring them back here, you can use them to knock rare Slakoth and Silcoon out of the trees.

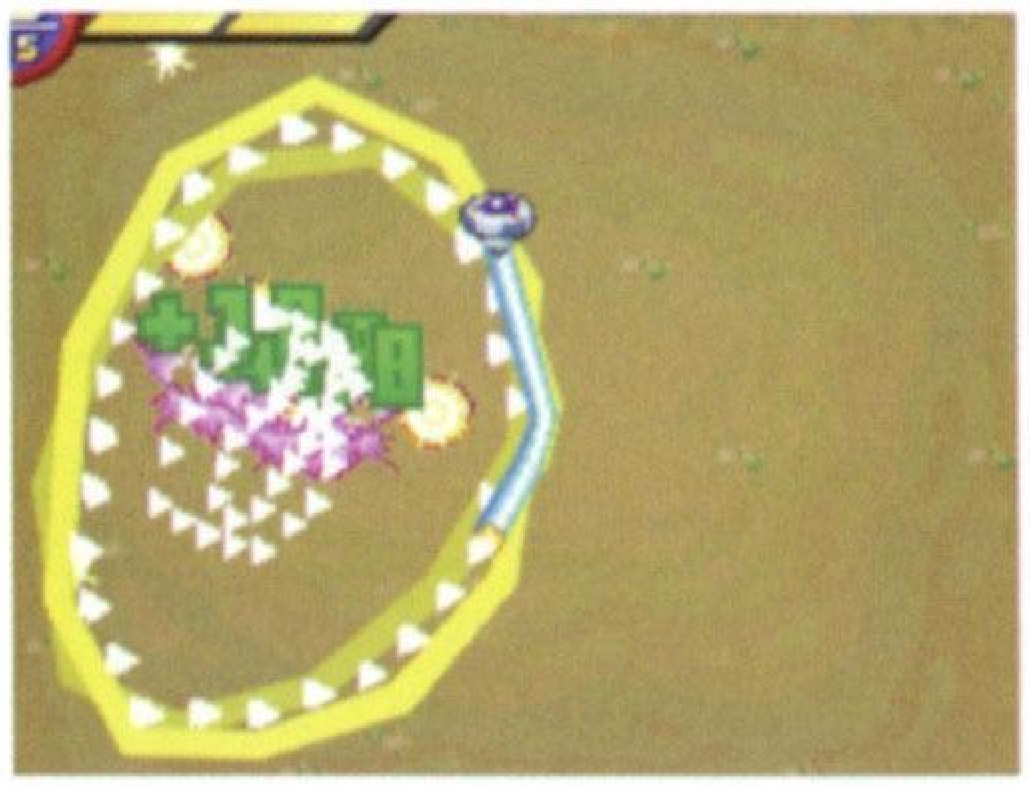

Get Phanpy's help?

② Meet the Go-Rock Quads

Near the entrance to Olive Jungle, you'll run into the Go-Rock Quads. This "hot-prospect" rock band is the heart of the Go-Rock Squad, and they'll be a constant thorn in the side of the Ranger Union. What devious scheme are they hatching in Olive Jungle?

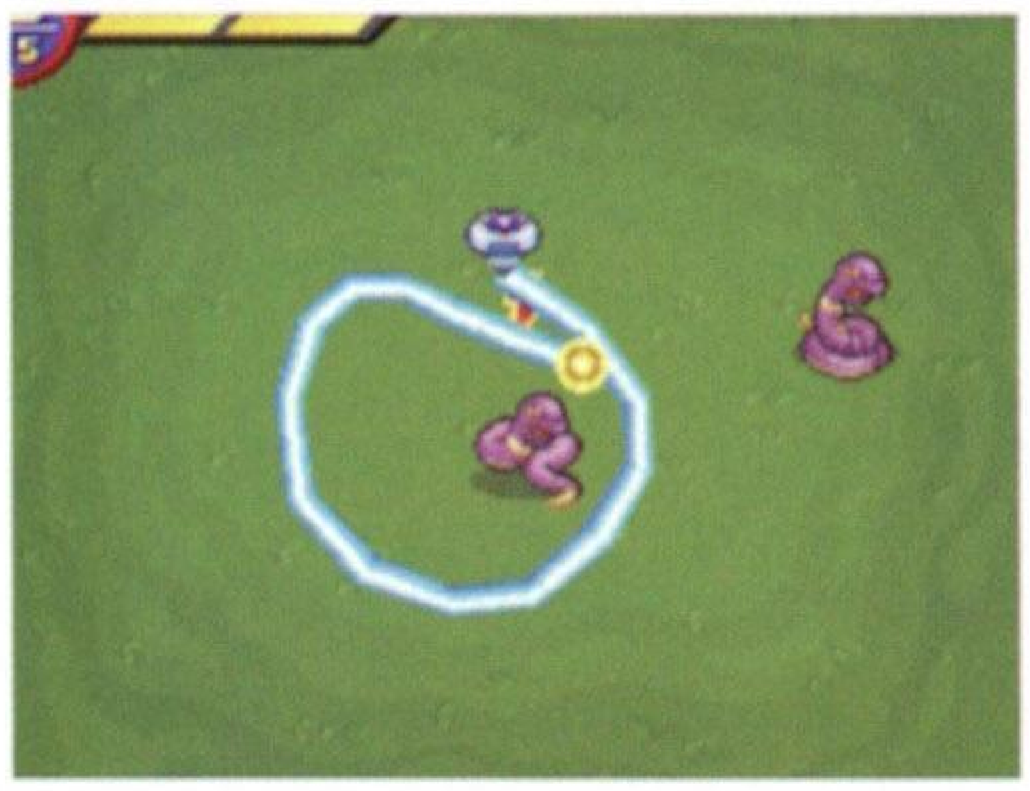
3 Go-Rock Squad Grunt fight #1

You'll find Go-Rock Squad Grunts blocking many of the paths in Olive Jungle, and you'll have no choice but to battle them to clear the way. To beat the first Grunt, try to catch all three of his Wurmple at once. They do fire needles from time to time, so lift your stylus if you see an exclamation point appear, then try again when the needle passes.



4 Go-Rock Squad Grunt fight #2

Ekans spit blobs of venom that splatter on the ground and create Styler-damaging pools. This attack makes it too dangerous to attempt catching two at once (unless they're stunned), so let them separate and catch them one at a time while the other is looking away. If they give you trouble, use Phanpy's supereffective Ground Poké Assist to give yourself an edge.

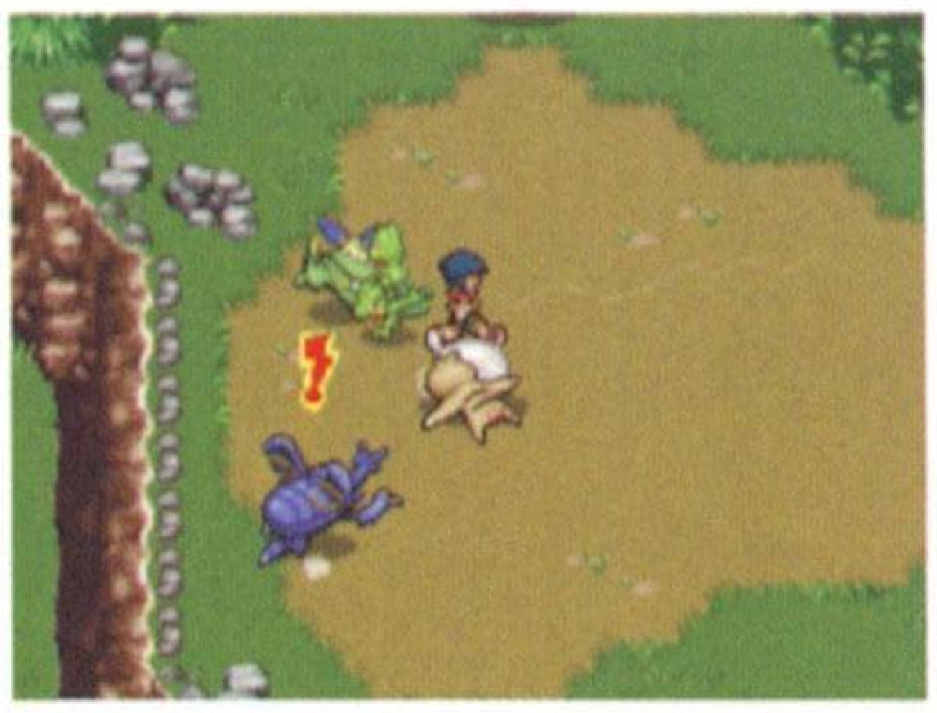


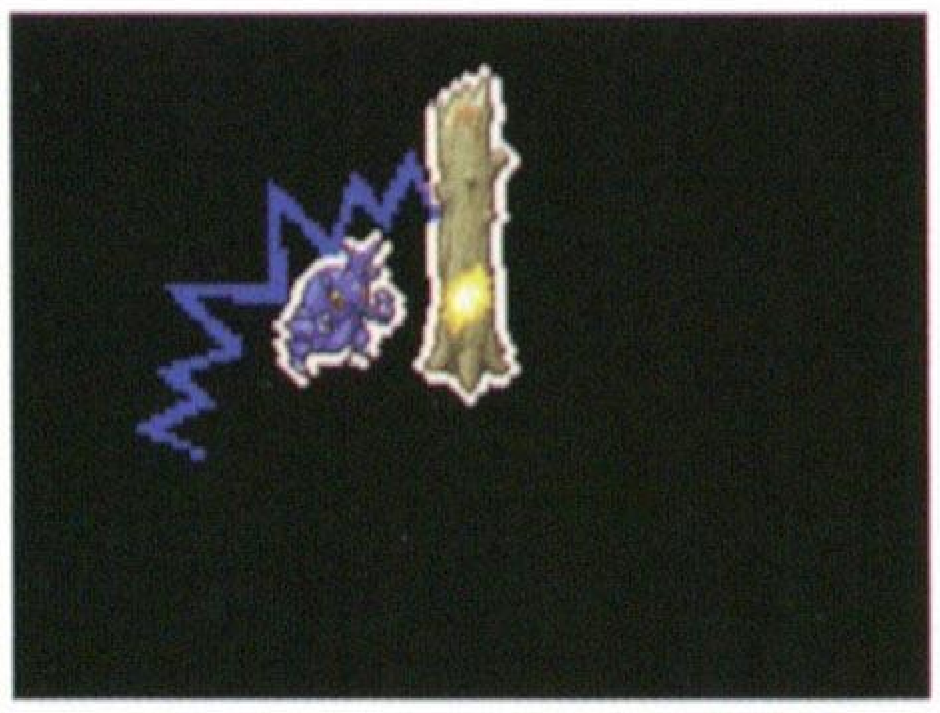
5 Dodge dive-bombing Spinarak

As you walk through this area, Spinarak will drop from the branches. If you want to avoid a confrontation, watch for their shadows on the ground and maneuver out of the way.

6 Use Heracross to hack a tree

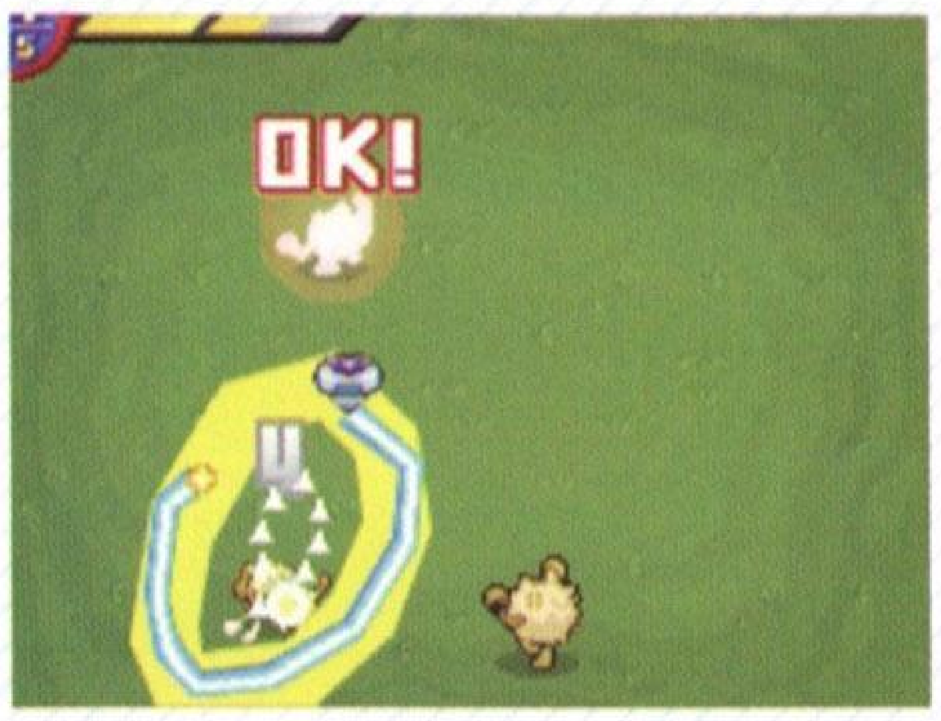
Climb the vines northwest of point 6 to find a Heracross. Approach it from behind so it can't charge at you, then either capture it with a Poké Assist, or make some scribbles on the capture screen to lure it into charging and quickly circle it when it stops moving. Lead your captured Heracross to the dead tree at point 6 and use its triple-Tackle Field Move to topple the tree and create a bridge to the east.





7 Catch a pack of angry Mankey

In the next area you'll encounter two Mankey and a Primeape. This is a tough fight, as the Primeape's punches will knock three energy bars off of your Styler if they connect. Use as many assists as necessary to pick off the two Mankey, then trick Primeape into attacking repeatedly; capture it when it becomes exhausted. After the battle, make room for all three of these Pokémon in your party: the Fighting Poké Assist is incredibly powerful!

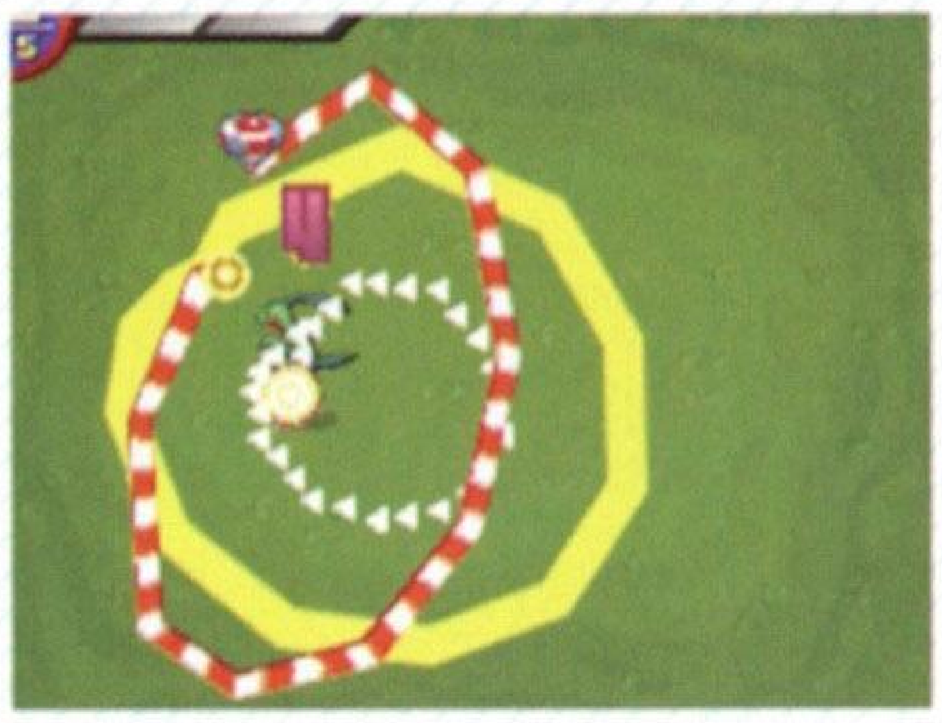


8 Water the vine sprout

Catch a Lotad in the pond west of your log bridge, you may have to wait until one pops up then use its Soak Field Move on the vine at point 8. The vine will begin growing immediately, allowing you to climb to the ledge above.

9 Capture a jittery Grovyle

You need this Grovyle's double-Cut Field Move, but Grovyle's rapid erratic hops won't make the capture easy. Use very wide loops so its short-range slash attack can't cut your Capture Line. If you can't quite finish off Grovyle before it hops away, use a Mankey's Fighting Poké Assist to double your Capture Line power.

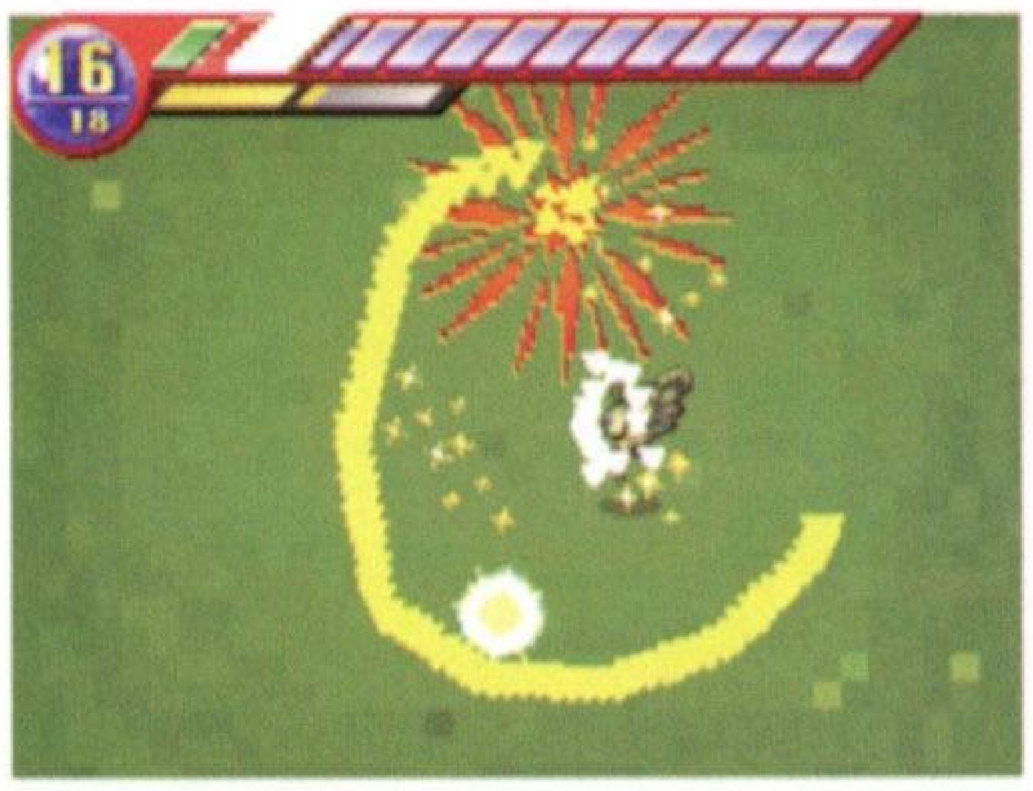


10 Use Grovyle to cut obstacles

Grovyle's double-Cut Field Move can cut down the metal fence that the Go-Rock Squad set at point 10, and it can also hack through the shrub on the ledge where you caught Grovyle. That will allow you to capture a rare Lombre, but if you use Grovyle to hack the shrub, you'll have to catch Grovyle a second time to cut the fence.

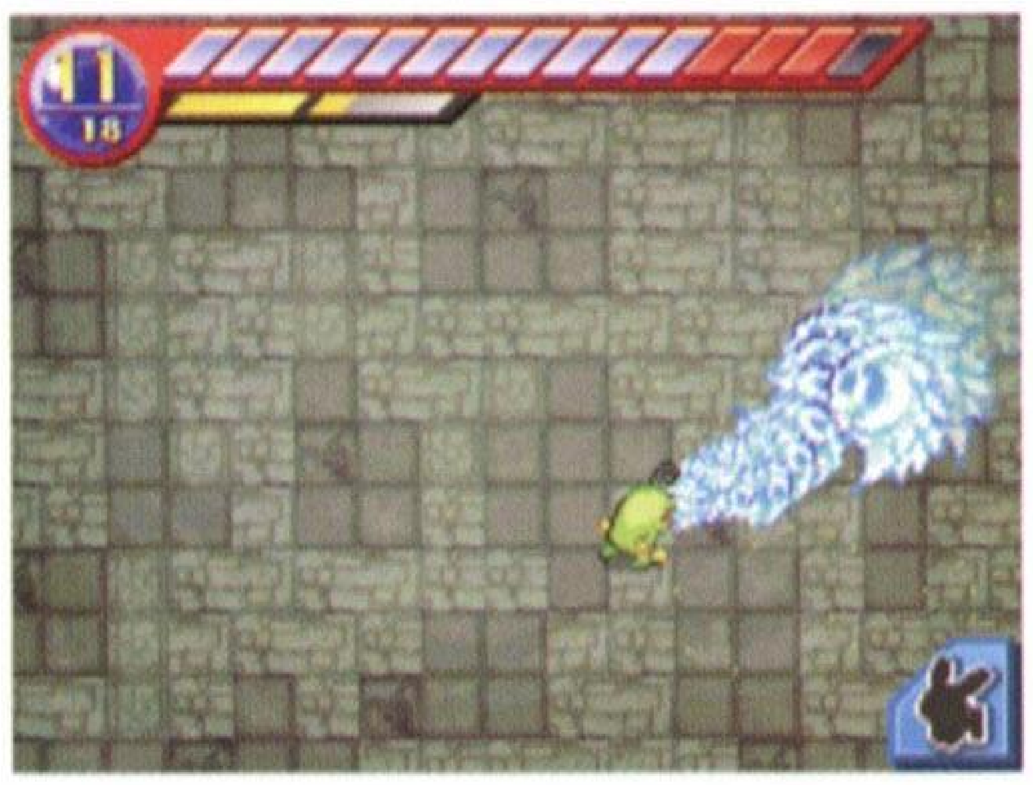
11 Go-Rock Squad Grunt fight #3

The third Grunt's party contains two Paras and a Beautifly. The Paras will attack your Capture Lines constantly, so use a Poké Assist to disable both Paras and remove them from the fight quickly. Beautifly isn't terribly tough solo, provided you wait out its pollen attack before starting your circles. You'll have to climb a long series of vines before you reach point 12, and Gligar will attempt to knock you down with dive attacks. Time your movements to avoid the attacks or capture both Gligar so they can't interfere.



12 Go-Rock Squad Grunt fight #4

Follow the final Grunt into the temple, where it will sic Percy's Politoed on you. Politoed's water breath deals lots of damage, but you may be able to circle it while it attacks if it stands in a corner and breathes toward the center of the screen. If it doesn't give you an easy opportunity, stun it with an assist from your partner Pokémon.



MISSION COMPLETE

You'll reconnect with Percy and receive his gratitude when you exit the temple. Cameron will offer you a promotion at the Summerland Ranger Base, but you won't be offered another task until you leave the base and walk west. When you receive Spenser's text message, return to Lapras and ride it back to Fall City, where Spenser and Prof. Hastings are waiting at the Ranger Base with a new mission.

MISSION 5

Clear the Rockfalls!

The Krokka Tunnel remains sealed due to the Go-Rock Squad's Mission 1 mischief. It's time to clear a path back to Ringtown!

MISSION OVERVIEW

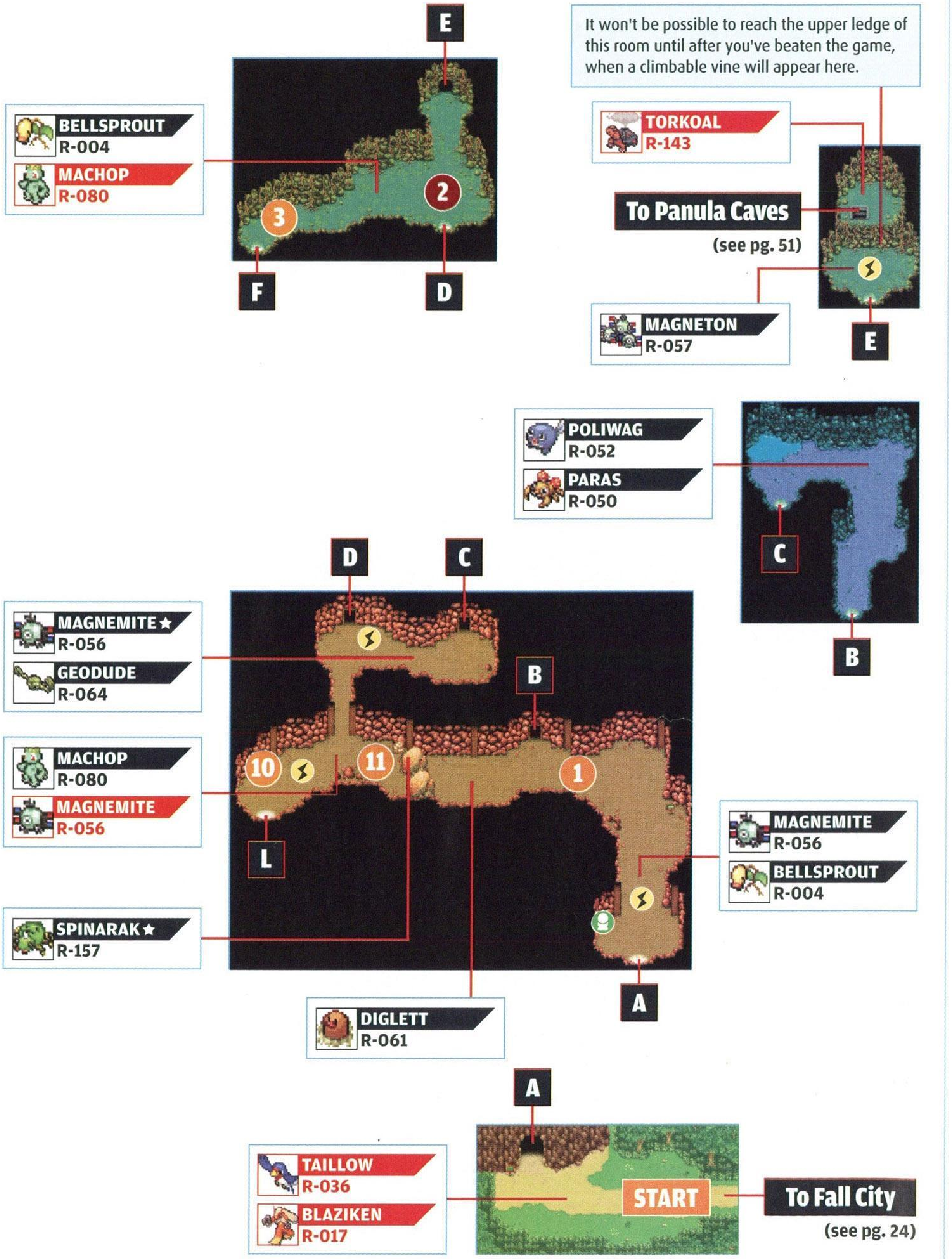
1. Meet Up with Aria
2. Another Go-Rock Quads performance
3. Go-Rock Squad Grunt fight #1
4. Go-Rock Squad Grunt fight #2
5. Stay focused in the Zubat room
6. Tame the savage Hariyama
7. Capture two more Hariyama
8. Shatter the first rock-fall boulder
9. Go-Rock Squad Grunt fight #3
10. Go-Rock Squad Grunt fight #4
11. Clear the remaining rockfall boulders
12. Battle Tiffany of the Go-Rock Quads

CAPTURE CONDITIONS

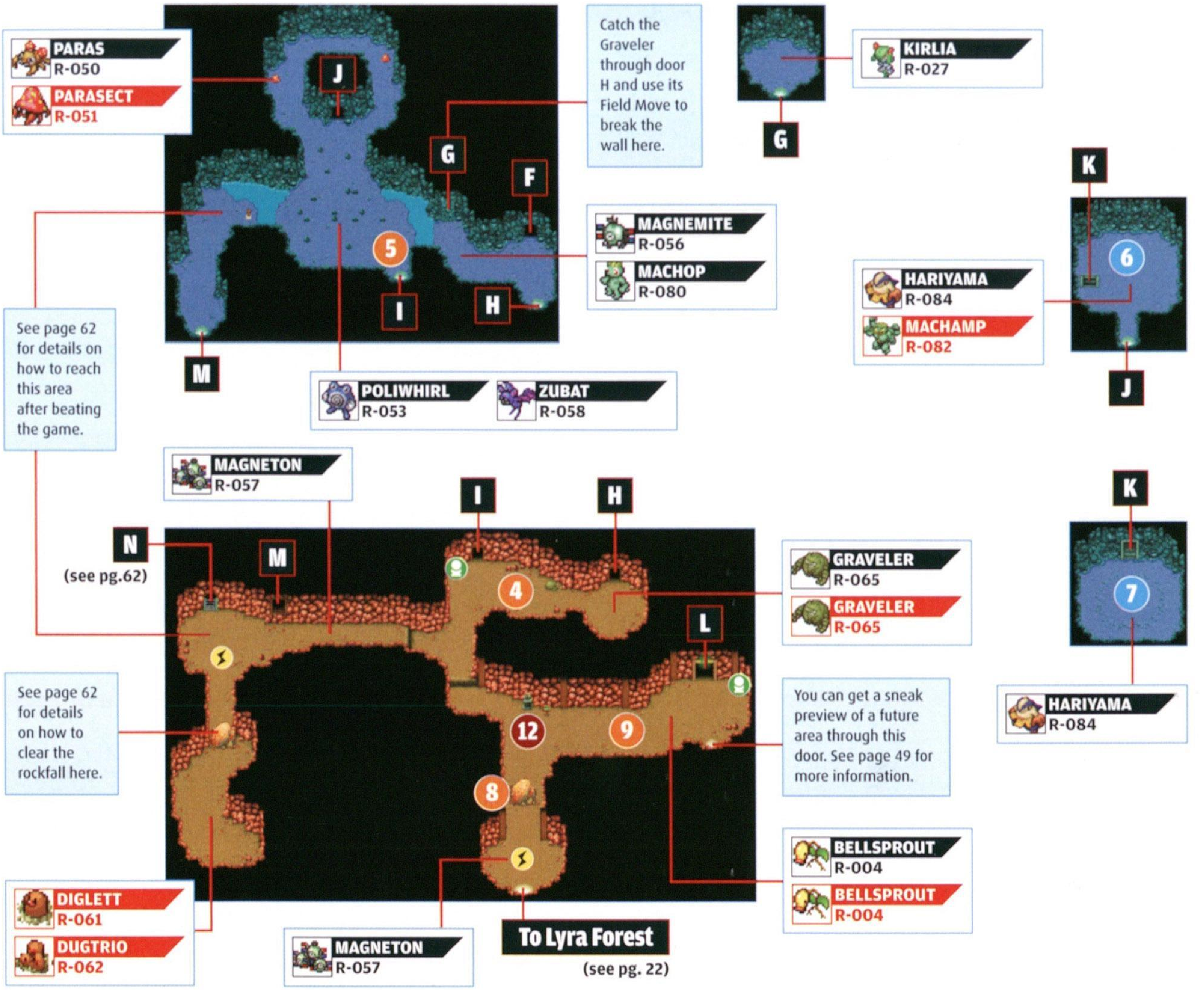
BLACK-LABELED POKéMON
Available from the start of the mission

RED-LABELED POKéMON
Available after you beat the game

★
Disappears at the end of the mission


E
BELLSPROUT R-004
MACHOP R-080
3
2
F
D
TORKOAL R-143
To Panula Caves
(see pg. 51)
MAGNETON R-057
E
POLIWAG R-052
PARAS R-050
C
B
D
C
MAGNEMITE★ R-056
GEODUDE R-064
B
MACHOP R-080
MAGNEMITE R-056
10
11
1
L
MAGNEMITE R-056
BELLSPROUT R-004
SPINARAK★ R-157
DIGLETT R-061
A
A
TAILLOW R-036
BLAZIKEN R-017
START
To Fall City
(see pg. 24)

It won't be possible to reach the upper ledge of this room until after you've beaten the game, when a climbable vine will appear here.


PARAS
R-050
PARASECT
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J
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MAGNEMITE
R-056
MACHOP
R-080
POLIWHIRL
R-053
ZUBAT
R-058
KIRLIA
R-027
G
K
6
J
HARIYAMA
R-084
MACHAMP
R-082
MAGNETON
R-057
N
(see pg.62)
M
I
H
4
L
12
9
8
GRAVELER
R-065
GRAVELER
R-065
BELLSPROUT
R-004
BELLSPROUT
R-004
DIGLETT
R-061
DUGTRIO
R-062
MAGNETON
R-057
To Lyra Forest
(see pg. 22)
K
7
HARIYAMA
R-084

Catch the Graveler through door H and use its Field Move to break the wall here.

See page 62 for details on how to reach this area after beating the game.

See page 62 for details on how to clear the rockfall here.

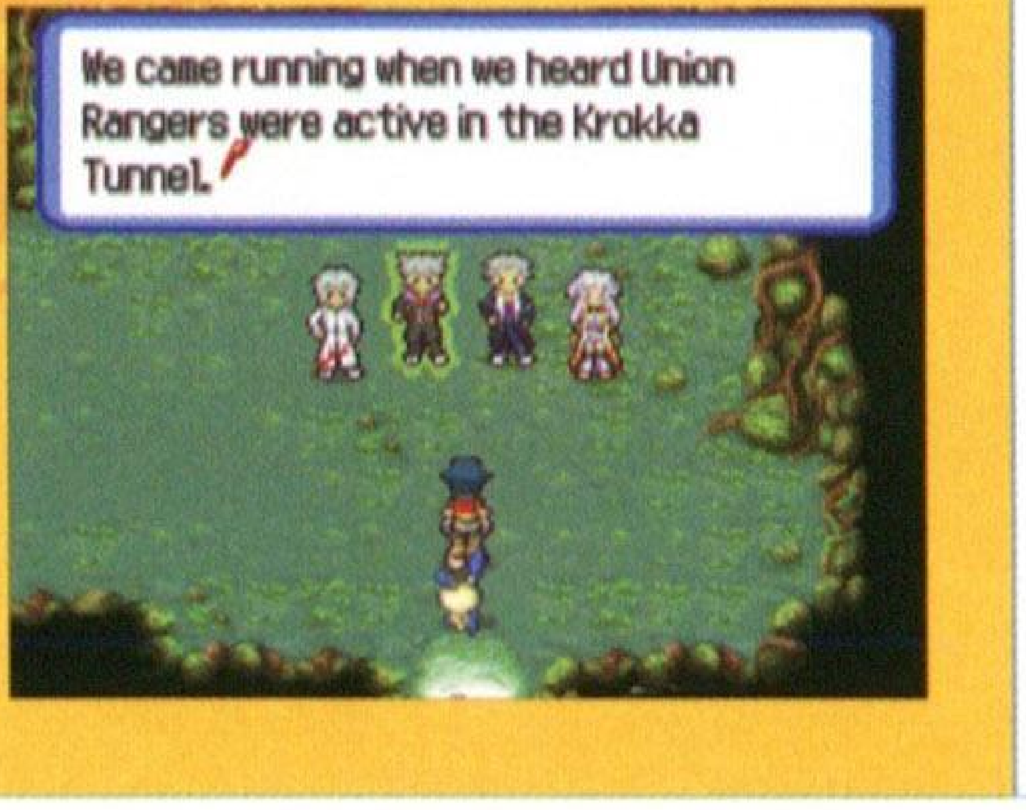
You can get a sneak preview of a future area through this door. See page 49 for more information.

① Meet Up with Aria

You'll meet your "partner," Aria, at point 1, where she will dump the entire mission on you and depart for greener pastures. At least she cleared the first rockfall and showed you how it's done; your objective is to capture three Hariyama and use them to destroy the remaining boulders in Krokka Tunnel.

② Another Go-Rock Quads performance

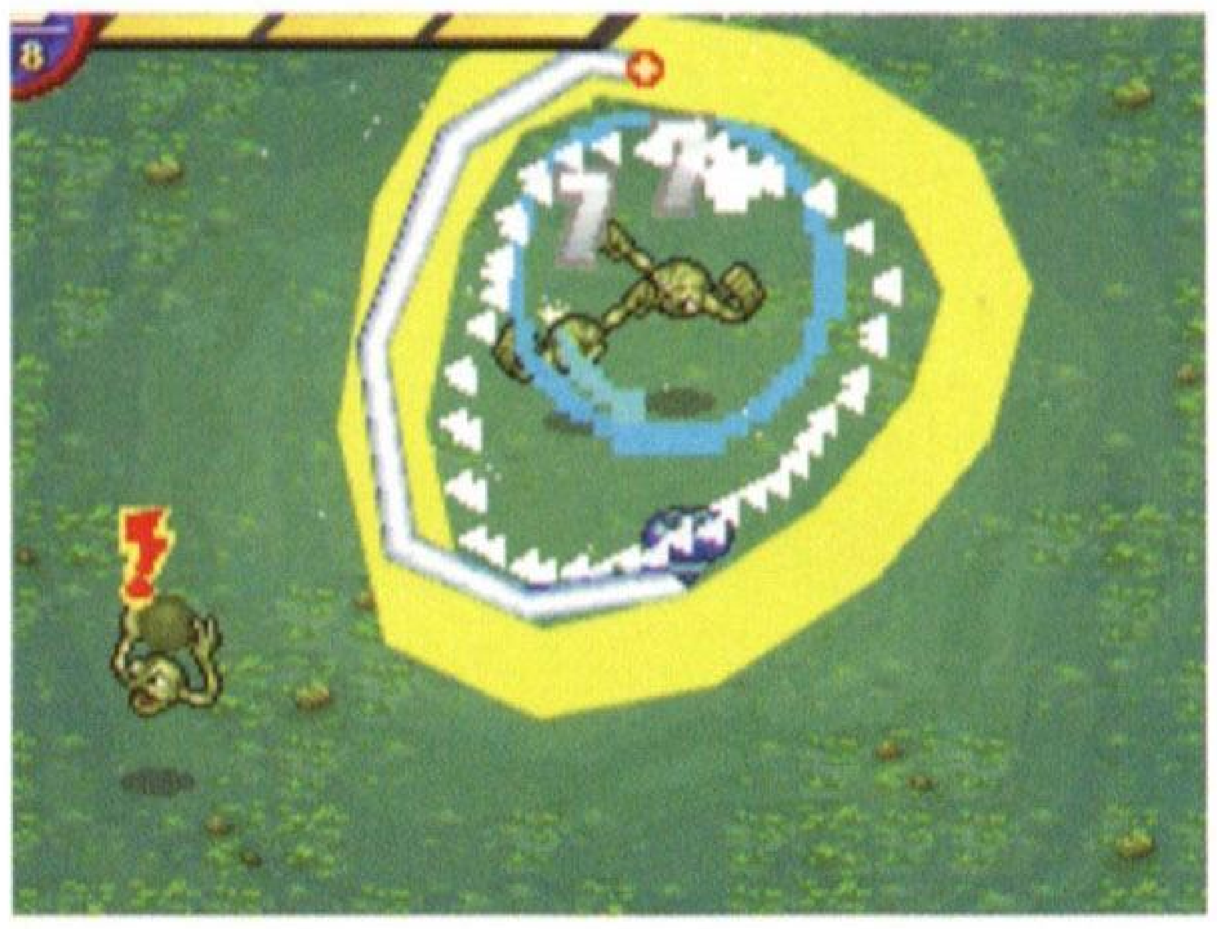
After parting ways with Aria, retrace your original steps through the cave, detouring around the rockfall through the dark Poliwag cave. You can now enter door D, where you'll find the Go-Rock Quads waiting with more taunts, tunes, and confetti. When they disperse, head north to capture a Magneton, then west to challenge the first Go-Rock Squad Grunt.



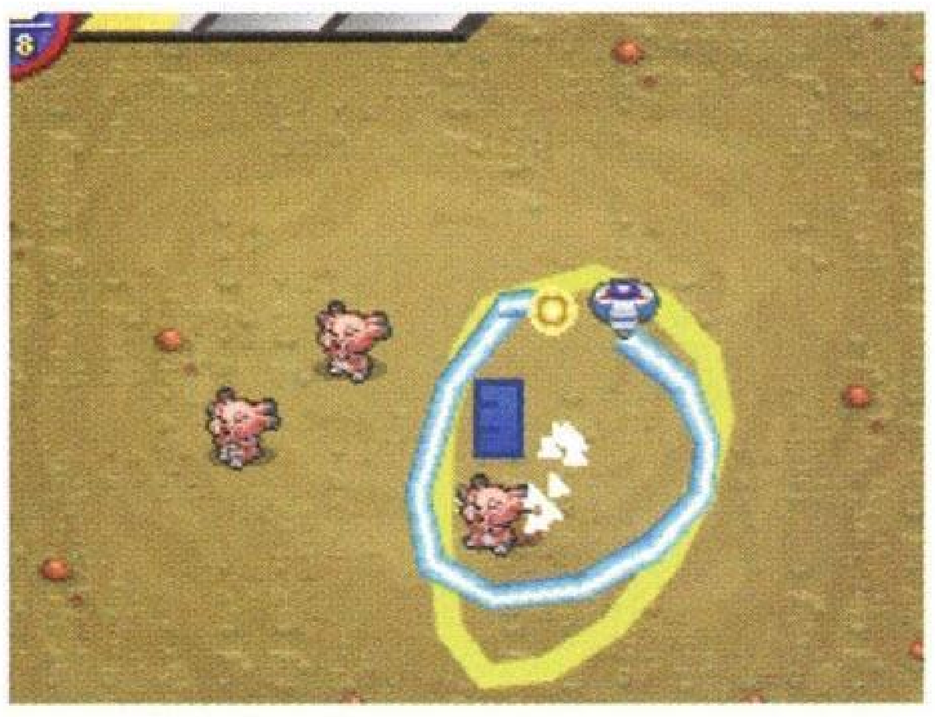
We came running when we heard Union Rangers were active in the Krokka Tunnel.

③ Go-Rock Squad Grunt fight #1

Catch a Bellsprout on your way to point 3, and use it immediately to draw tight circles around whichever Geodude is farthest from the group (a Poliwag bubble would also help). Once you've caught the first Geodude, the remaining ones should be pretty easy to catch. Always wait to begin circling them until after they've thrown their rocks and missed.



4 Go-Rock Squad Grunt fight #2



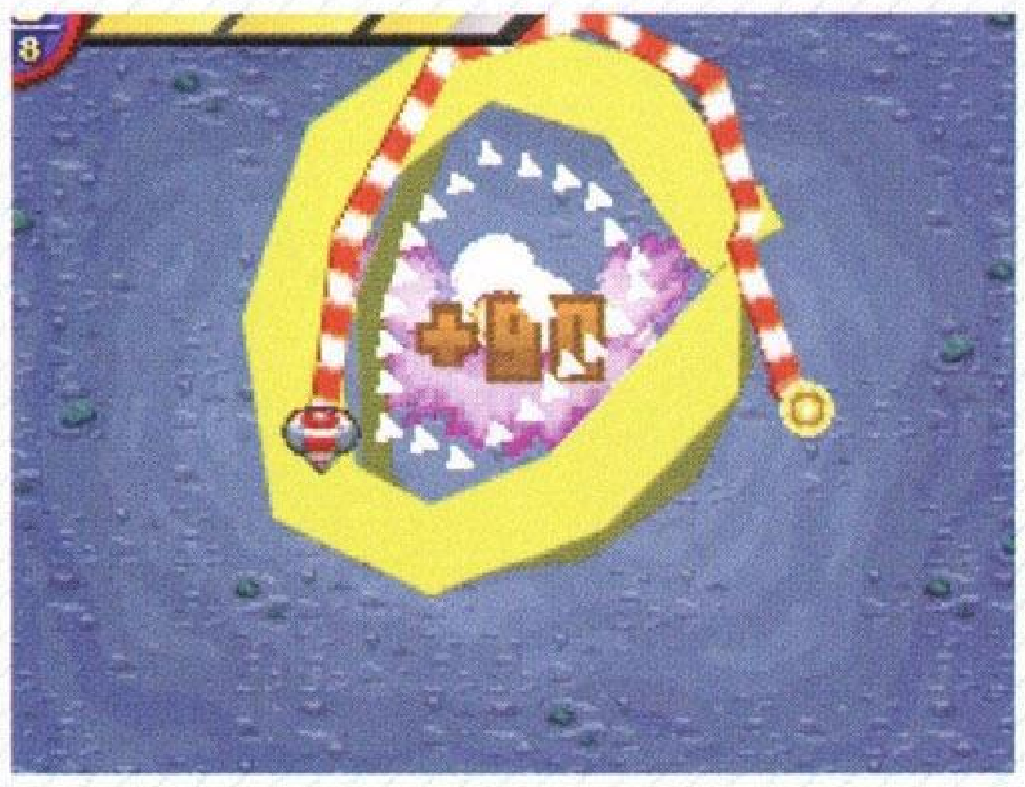
If you're hunting for rare Pokémon, capture the Graveler south of door H and use it to destroy the cracked cave wall that blocks door G. Inside you can catch a Kirlia.

Next, head west from where you caught the Graveler and challenge the second Grunt. It won't be easy to capture all three Snubbull in one circle, so pick them off one by one, capturing solo Snubbull with tight loops when they stray from the pack.

5 Stay focused in the Zubat room

The Zubat that patrol this dark cave are more of a threat on the overworld map than they are on your capture screen. Their sonic waves cause Confuse, making your hero move in random directions until the timed effect fades. Fortunately, if you blunder into a Pokémon while in this confused state, you'll still be able to capture it as normal.

6 Tame the savage Hariyama



The room at point 6 contains the Pokémon you need to destroy the rockfall boulders. Hariyama uses extremely long punch combos, but remains in the same place as it strikes, allowing you to capture it with long oval loops as it attacks. However, you may need to wait patiently for an opportunity to begin looping, as you won't be able to get around the punches if Hariyama is punching into the edge of the screen.

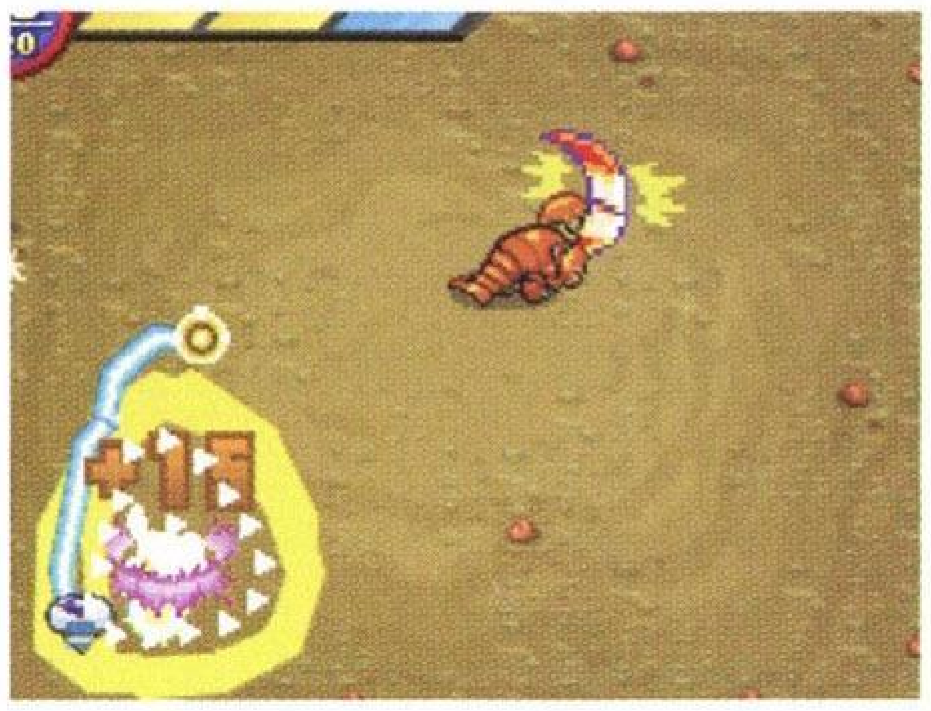
7 Capture two more Hariyama

Two more Hariyama are on the lower floor of the same room. Wait until they are far apart before you begin a battle, so you can take them on one at a time. If you do get stuck fighting both simultaneously, use Poké Assists aggressively. Kirlia's Psychic Poké Assist is particularly powerful here.

8 Shatter the first rockfall boulder

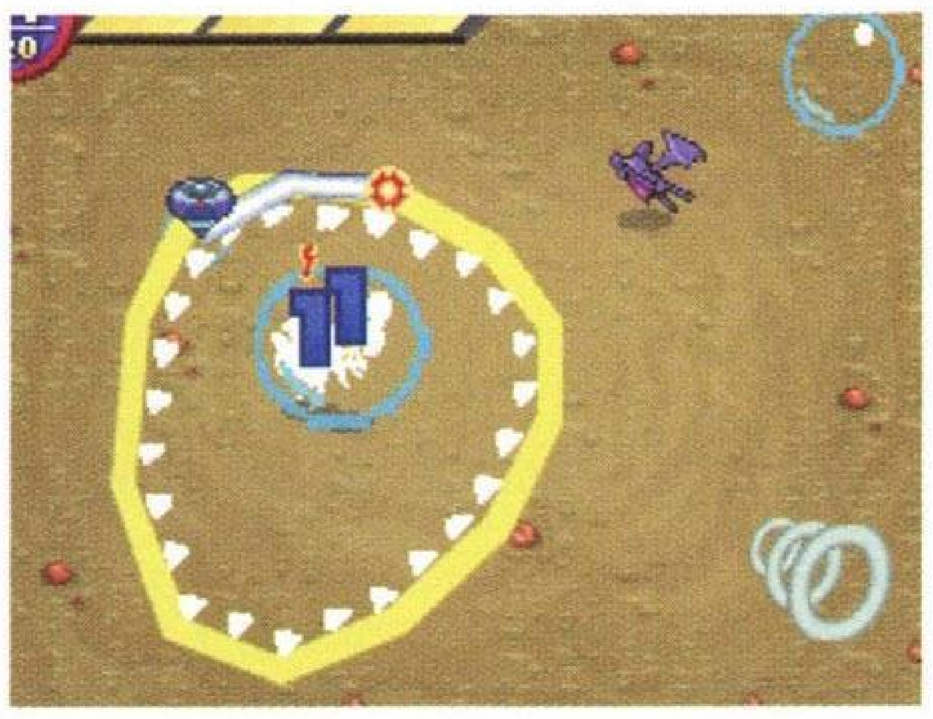
Head south from the doorway out of the Zubat cave and drop off the ledge to reach point 8. Use one of your three Hariyama to smash the boulder that blocks the door to Lyra Forest. You can't go through the door yet, but you can capture a Magneton that's hanging out nearby.

9 Go-Rock Squad Grunt fight #3



Continue east, where a Go-Rock Squad Grunt will sic his Corphish and Crawdaunt on you. Wait for them to separate, and take out the Corphish first so its long-range bubbles won't get in the way as you loop around Crawdaunt. Then distract Crawdaunt, and capture it when it swings and misses. (Or just use your partner Pokémon to fry them both.)

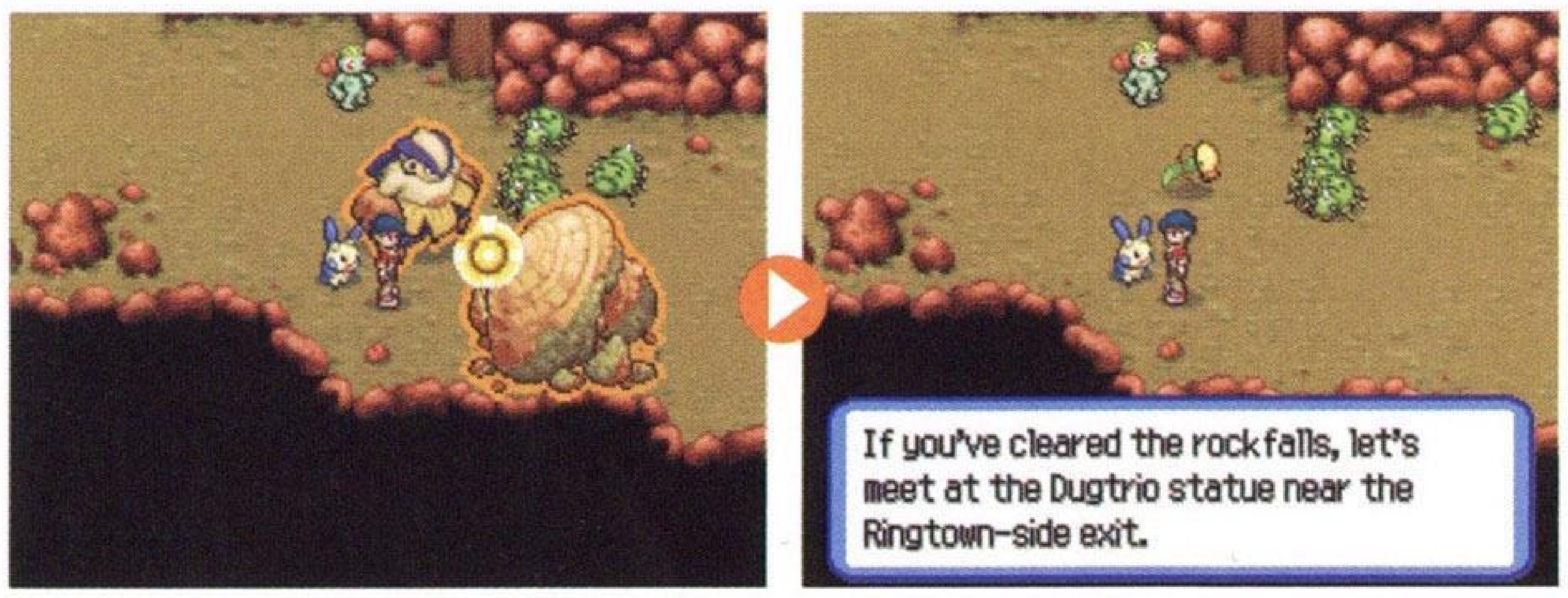
10 Go-Rock Squad Grunt fight #4



The next Grunt is just a few steps away, through the door to the northwest. Watch and wait as the Grunt's three Zubat fly around your capture screen. After one fires its sonic beam, capture it with two tight circles. Since you can capture a Zubat so quickly, you don't really need to worry about interference from its companions. A Water Poké Assist helps slow down the fast moving Zubat.

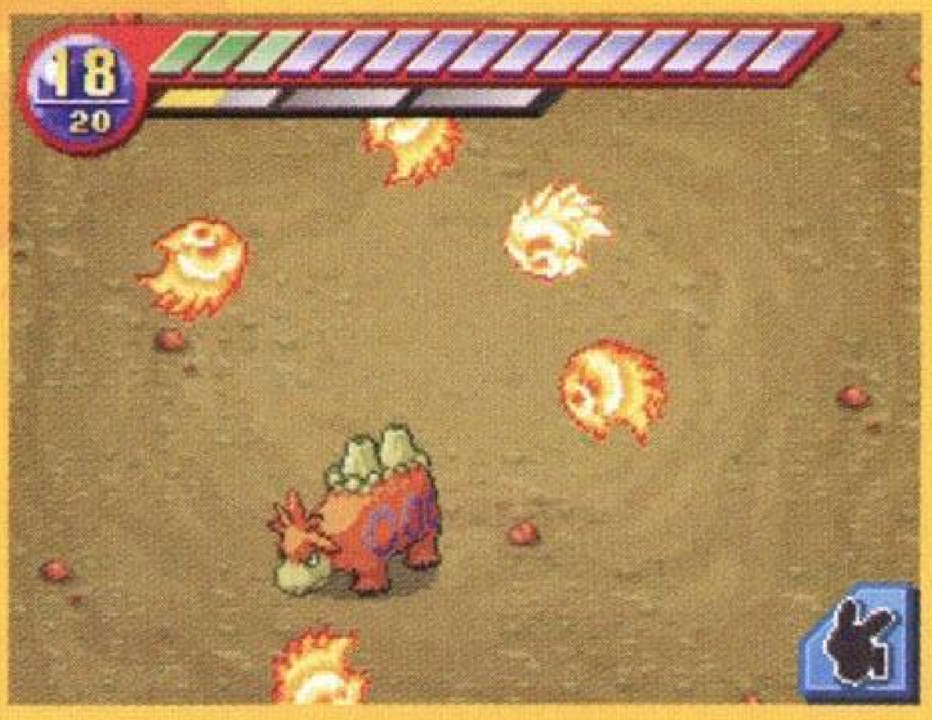
11 Clear the remaining rockfall boulders

Continue east, and use the other two Hariyama to clear the last two rockfalls. Don't stand too close—a quartet of Spinarak is hiding under each boulder! When all three rockfalls have been cleared, Spenser will text-message you and ask you to meet him near the Dugtrio statue. That's to the west, mercifully far from the hordes of Spinarak!



If you've cleared the rockfalls, let's meet at the Dugtrio statue near the Ringtown-side exit.

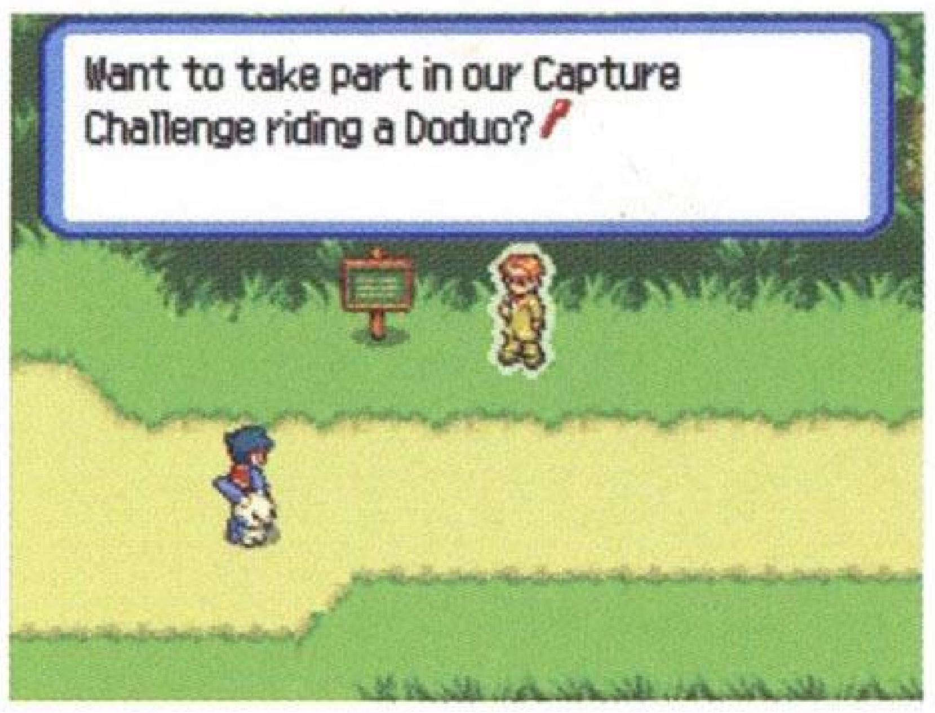
12 Battle Tiffany of the Go-Rock Quads



When you reach the statue you'll find Go-Rock Quads violinist Tiffany waiting, with her Camerupt not far behind. Begin the battle by touching Camerupt, and make a distraction to provoke it into attacking. Camerupt will erupt two to four times—you'll know it's done when it begins to move. Use a Fighting Poké Assist if you have one, or some other assist to stun it; it can be very difficult to complete 10 loops before Camerupt attacks again.

MISSION COMPLETE

No need to hoof it all the way to Ringtown—you'll find the Ringtown Rangers waiting on the Lyra Forest side of the tunnel, and they'll take you straight to the Ranger Base. Spenser will promote you to Ranger Rank 6, but the only new mission he has for you is to kick back and get some R & R. You can now head to the town's east exit to participate in a Capture Challenge, or return to your base to trigger the next mission.



Want to take part in our Capture Challenge riding a Doduo?

As in the Summerland Capture Challenge, MC Fielder will give you a strict time limit in which to capture as many Pokémon as you can without any Poké Assists. To beat Joel's 5,000-point high score, try catching two Spoink, which will make multiple Rapidash appear on the field. At 1,600 points a pop, the Rapidash will lead to almost-certain victory. Turn to page 76 for more info.

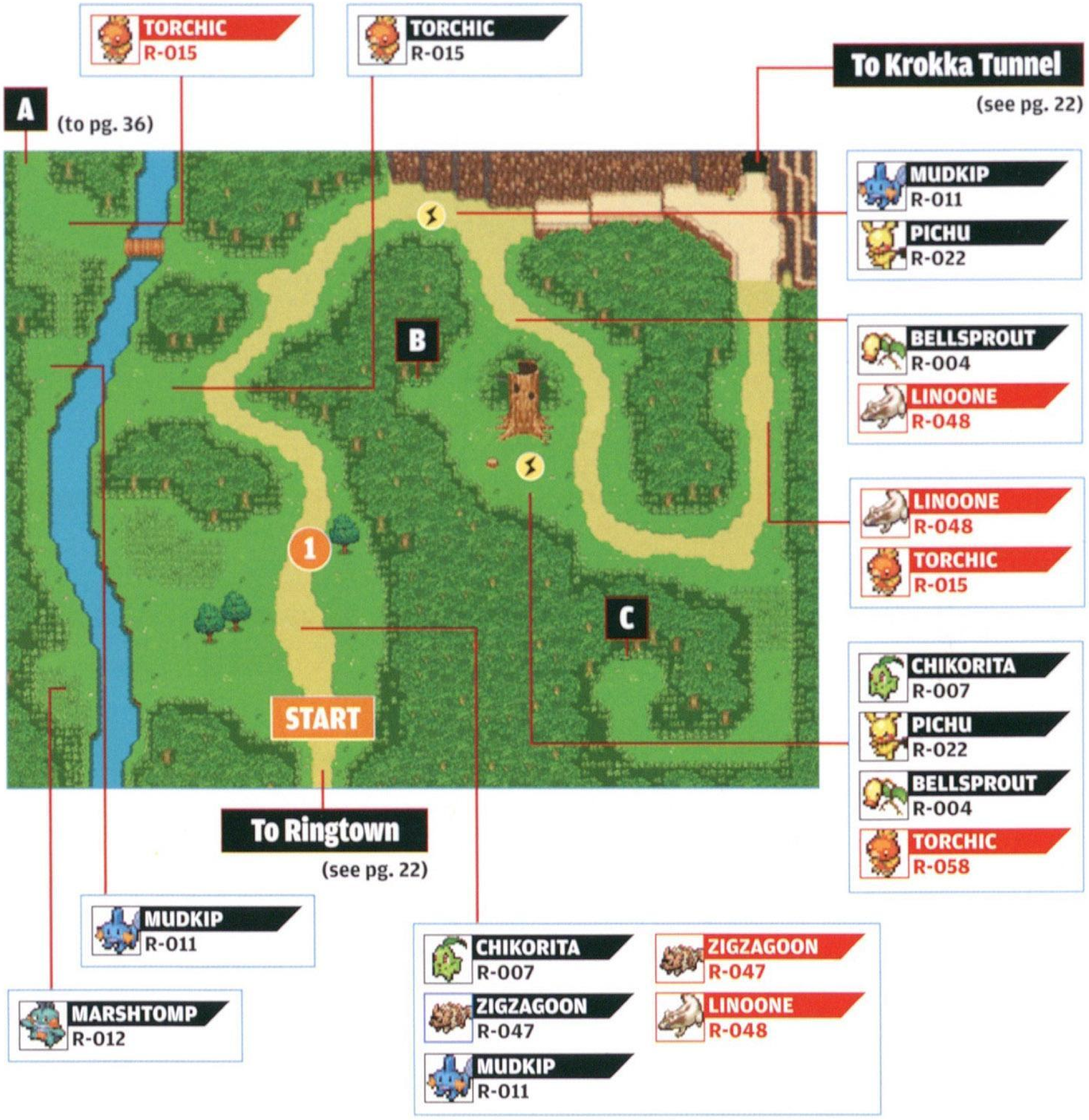
MISSION 6

The Wayward Wanderer

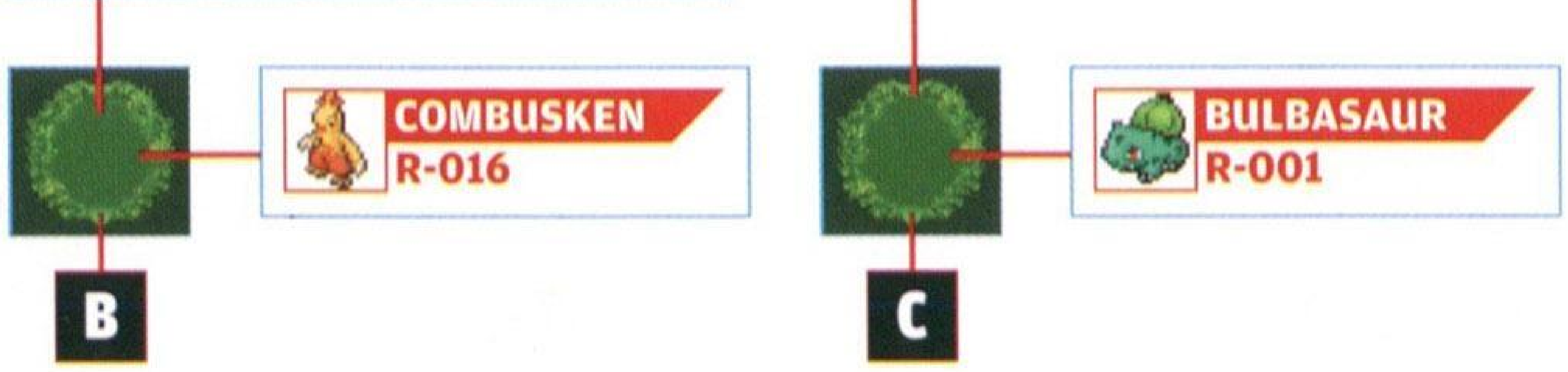
A senior citizen has lost his way in the mysterious labyrinth at the heart of Lyra Forest. Find him and bring him home.

MISSION OVERVIEW

1. Search for the missing girl
2. Capture the errant Jigglypuff
3. Catch two rare Pokémon
4. Beware of Weepinbell
5. Find the lost old man
6. Use Quilava to clear the log
7. Catch a rare Venusaur
8. Traverse the Labyrinth Grove
9. Use Phanpy to flush out Murkrow


TORCHIC R-015
TORCHIC R-015
To Krokka Tunnel (see pg. 22)
A (to pg. 36)
MUDKIP R-011
PICHU R-022
B
BELLSPROUT R-004
LINOONE R-048
LINOONE R-048
TORCHIC R-015
1
C
CHIKORITA R-007
PICHU R-022
BELLSPROUT R-004
TORCHIC R-058
START
To Ringtown (see pg. 22)
MUDKIP R-011
MARSHTOMP R-012
CHIKORITA R-007
ZIGZAGOON R-047
MUDKIP R-011
ZIGZAGOON R-047
LINOONE R-048

Return to Lyra Forest after beating the game, and you'll be able to cut the shrubs that block these areas. See page 62 for details.


COMBUSKEN R-016
B
BULBASAUR R-001
C

CAPTURE CONDITIONS

BLACK-LABELED POKéMON
Available from the start of the mission

RED-LABELED POKéMON
Available after you beat the game

★
Disappears at the end of the mission

CYNDAQUIL R-019
JIGGLYPUFF★ R-100
IVYSAUR R-002

BEEDRILL R-025

PHANPY R-034
SCYTHOR R-043

Catch
MUDKIP R-011
CYNDAQUIL R-019
IVYSAUR R-002
SWAMPERT R-013

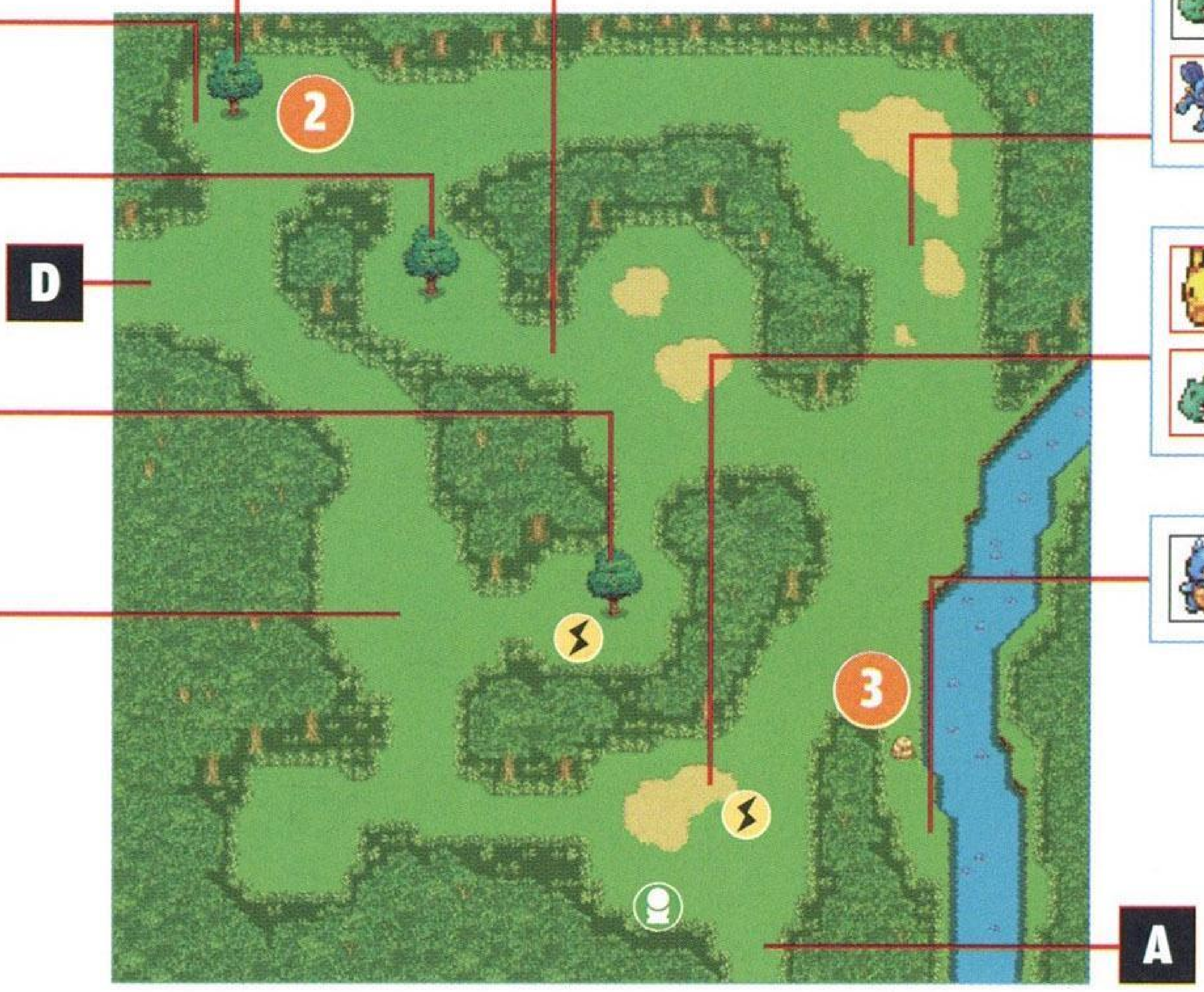
NINJASK R-032

BEEDRILL R-025

PHANPY R-034
IVYSAUR R-002
PICHU R-022
CYNDAQUIL R-019

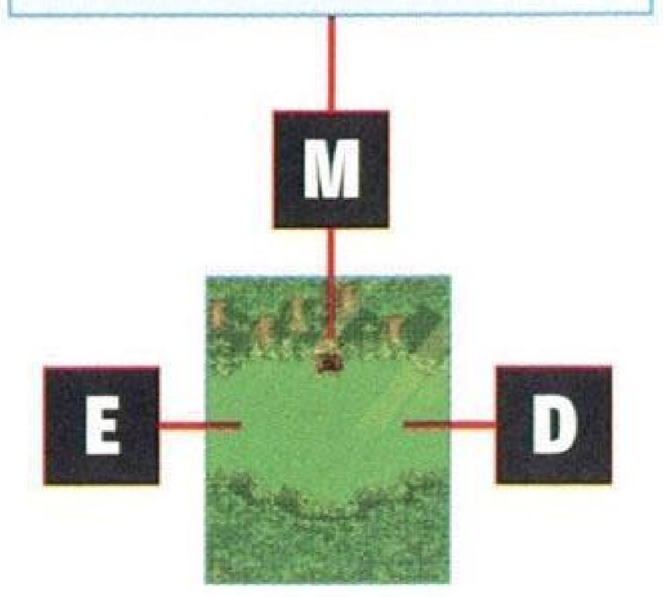
PIKACHU R-023
BULBASAUR R-001

WARTORTLE R-077

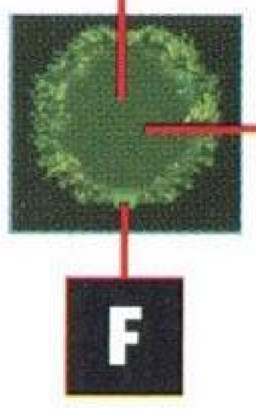


(from pg. 35)

This is the exit from the labyrinth.



Return to this area after beating the game, and use a Pokémon that has the Cut Field Move to reveal a rare Typhlosion.



TYPHLOSION R-021

NINJASK R-032

Catch

SPINARAK R-157
TAILLOW R-058
PIKACHU R-023

IVYSAUR R-002
WEEPINBELL R-005
SWELLOW R-037

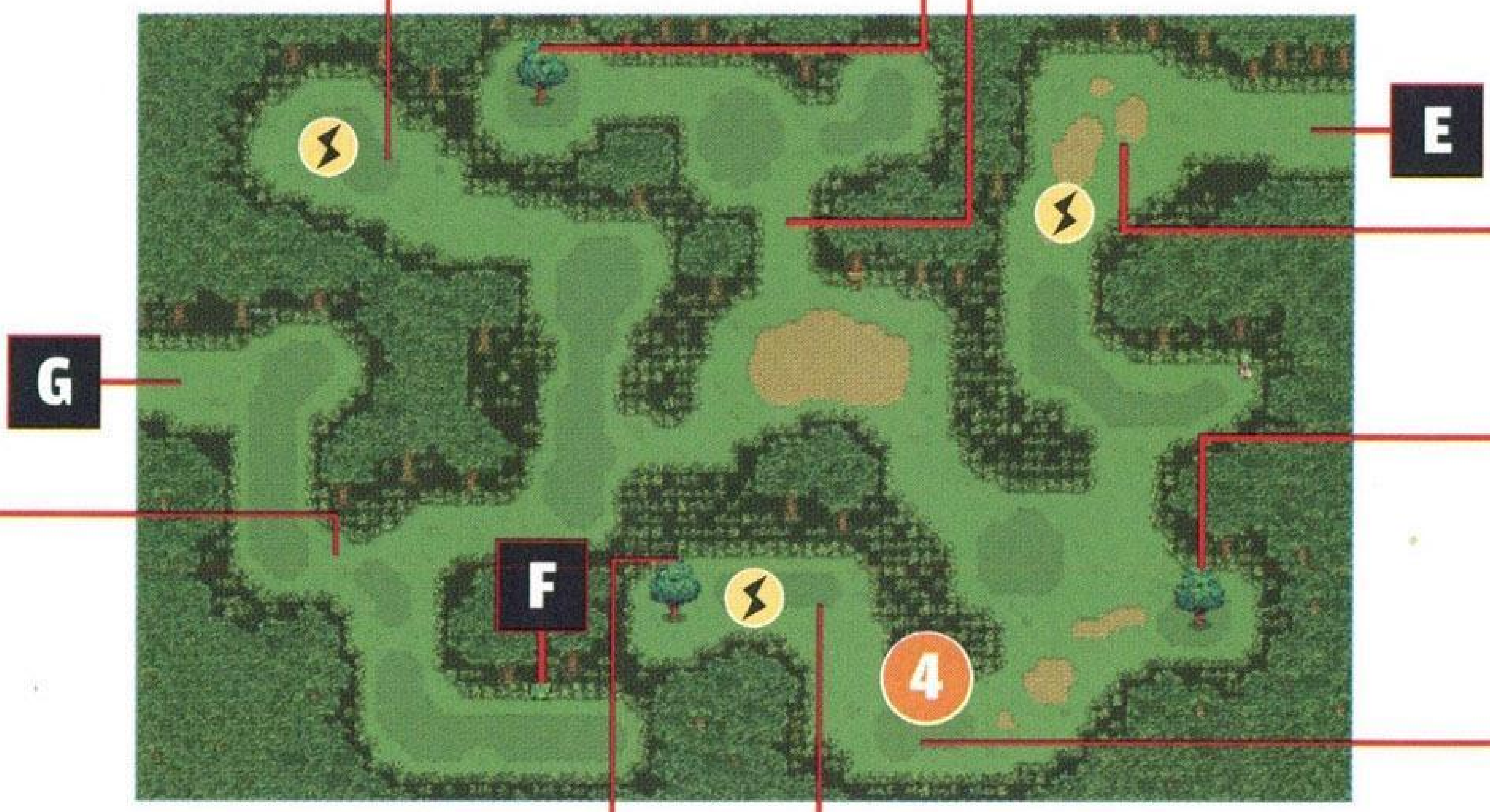
Catch

SPINARAK R-157
WEEPINBELL R-005
IVYSAUR R-002
SWELLOW R-037

TAILLOW R-036
PICHU★ R-022
SPINARAK R-157

NINJASK R-032

IVYSAUR R-002
SWELLOW R-037
WEEPINBELL R-005

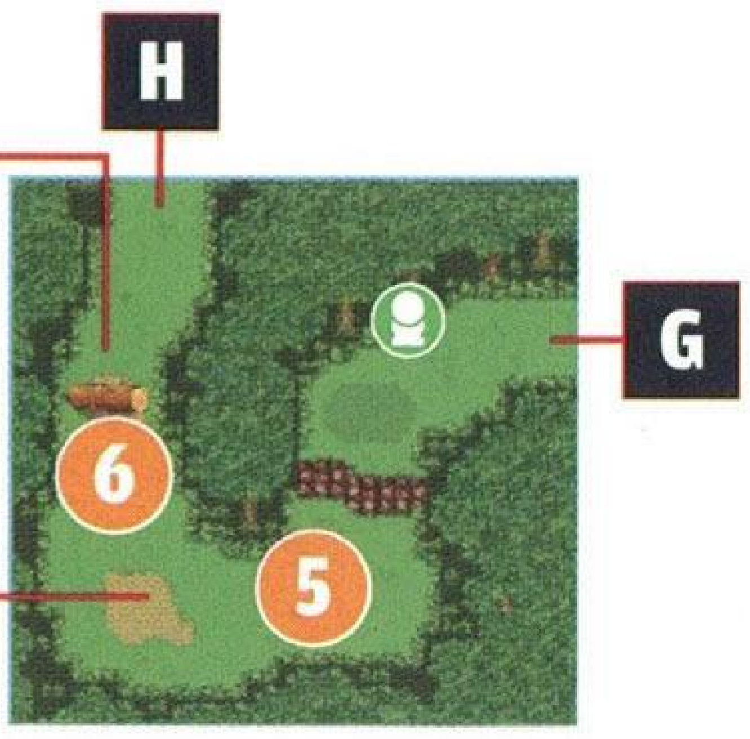


BEEDRILL R-025

PIKACHU★ R-023
SCIZOR R-044

CYNDAQUIL R-019

QUILAVA R-020
CYNDAQUIL R-019
VICTREEBEL R-006

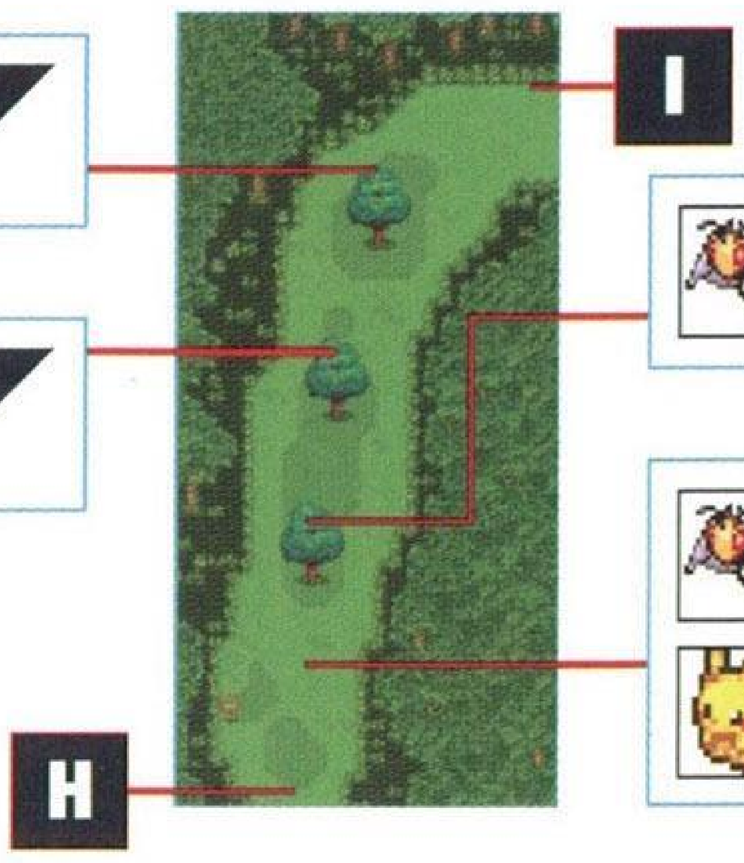


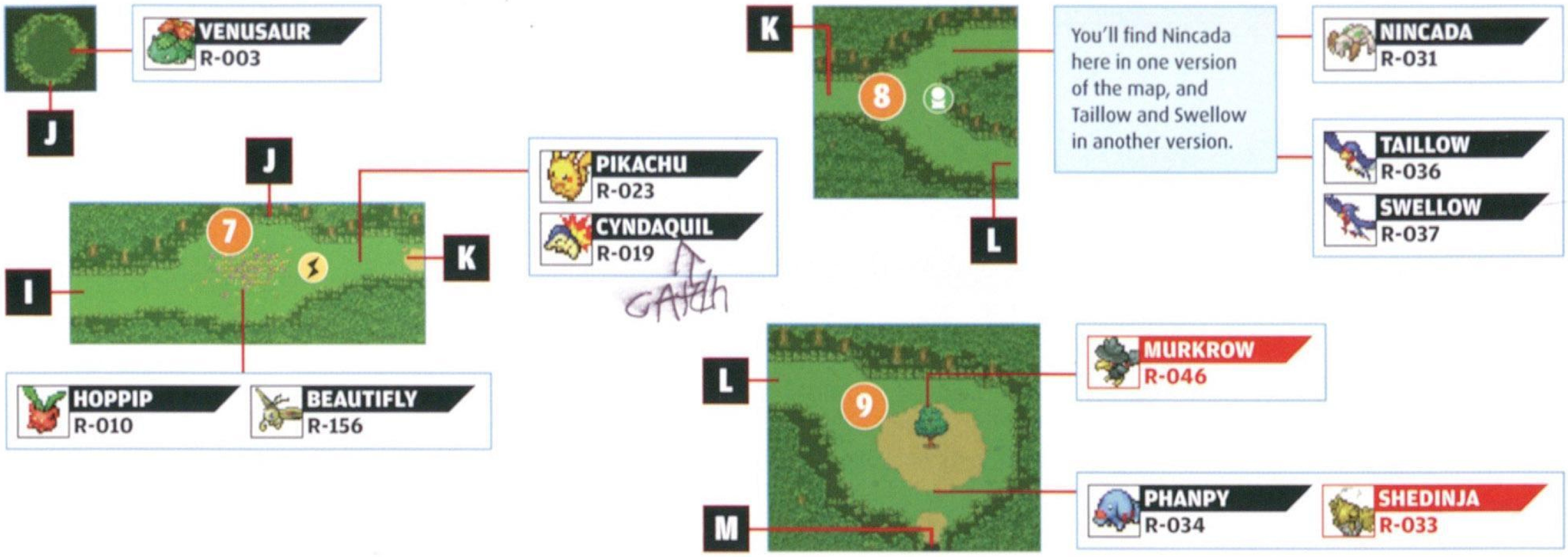
BEEDRILL R-025

MEOWTH R-099

BEEDRILL R-025

BEEDRILL R-025
PIKACHU R-023





You'll find Nincada here in one version of the map, and Taillow and Swellow in another version.

1 Search for the missing girl

You'll encounter a man looking for his lost daughter on the road north through Lyra Forest. Farther down the path you'll spot one of the girl's Jigglypuff, which will lead you directly to the forest entrance. Before you enter the next area, marked A on the map on page 35, head south from the entrance to catch the rare Marshtomp that's hiding in the southwest corner of the map.

2 Capture the errant Jigglypuff

You'll find the little girl in the second section of Lyra Forest, but she won't go back to her father until you return her missing Jigglypuff. You'll find it at point 2, where you can capture it easily by beginning to circle its shadow just before it lands from a hop. Return to the girl, and your partner will escort her to safety.

3 Catch two rare Pokémon

Capturing the rare Wartortle near point 3 is a multistage process. First, capture a Phanpy and use its Field Move to knock Beedrill out of a tree. Use Beedrill's Field Move to smash the rock; Wartortle will leap out of the water to challenge you when you explore the area beyond it. Capture Phanpy again to hit the tree southeast of point 2, which holds an equally rare Ninjask. Then catch Phanpy one more time and bring it with you all the way to point 7.

4 Beware of Weepinbell

According to Spenser, this area's wild Weepinbell are the reason the old man lost his way, and you don't want to make the same mistake. If a Weepinbell swallows you, it will spit you back to the entrance, so give Weepinbell a wide berth as you move toward the exit. To capture one, sneak up on it and strike from behind.

5 Find the lost old man

Save your game and drop from the ledge north of point 5; where you'll find the missing old man waiting at the bottom. The old man may not be the most grateful of clients, but you have a duty as a Union Ranger to see him safely out of the forest.

6 Use Quilava to clear the log

A fallen log blocks the path, so you'll need to capture the Quilava here to proceed. Draw a scribble to distract Quilava when it's in the center of the map, and it will use its wave-of-fire attack. Quickly circle it six times when the flames fade away.

7 Catch a rare Venusaur

Beyond the fallen log, you'll find an area full of Beedrill. Use your Phanpy to hit the center tree and knock out a Meowth with the Cut Field Move. Take Meowth to point 7 and hack away the shrub to reveal a secret room that houses a Venusaur. If you don't have a Phanpy, you can catch a Nincada later and use that instead of the Meowth.

8 Traverse the Labyrinth Grove

Whenever you choose the wrong path in the Labyrinth Grove, you'll be sent back to point 8. Pick a direction, and if that doesn't work, try the other one. When you reach the room where the Nincada are, catch one and then take whichever path you didn't take earlier. (For example, if you took the lower path to reach the Nincada room, take the upper path.) You should see a Taillow and a Swellow in the next area; take the opposite path again to reach the end of the labyrinth.

9 Use Phanpy to flush out Murkrow

Capture one of the Phanpy and use it to hit the tree at point 9. Murkrow will flee to the forest's exit, where you'll finally have a chance to catch it. It won't be easy; Murkrow is backed up by four Spinarak, and Murkrow's dark smoke clouds will damage your Styler. Use Ground or Flying Poké Assists to pick off the Spinarak, then have Minun stun Murkrow between puffs of smoke.

MISSION COMPLETE

A fellow Ranger will lead you back to the Ranger Base, where Spenser will award you a promotion to Ranger Rank 7. That's high enough to use the Dragonite Bus, but first you'll need to win Dragonite's trust by capturing it. It's a surprisingly easy fight; just wait for Dragonite to use its three-whirlwind attack, then circle it three times.

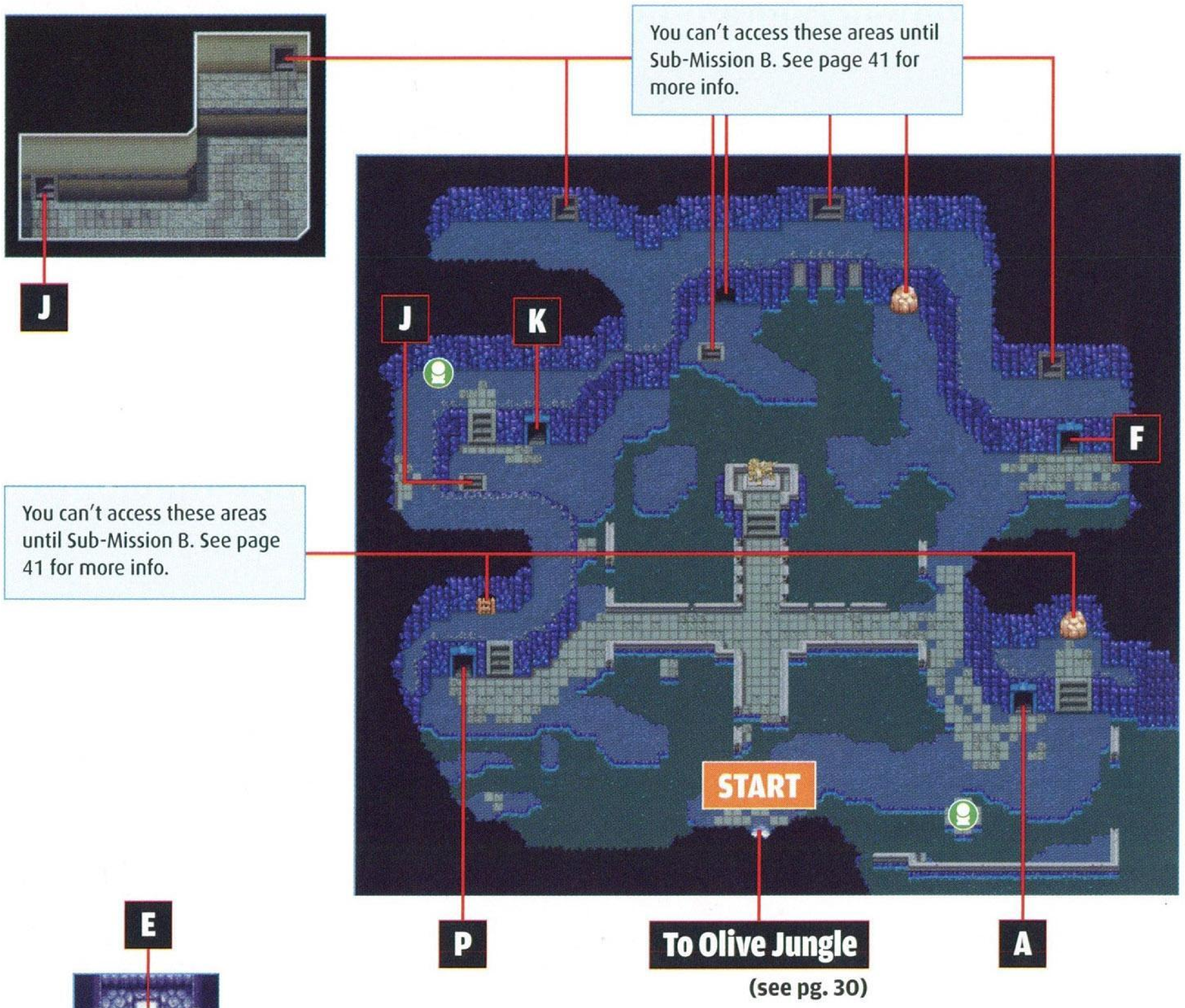
SUB-MISSION **A**

Three Challenges . . . And?

You have a bit of downtime, so why not attempt the Jungle Relic trials? Just don't beat all four, or something tragic might happen. . . .

MISSION OVERVIEW

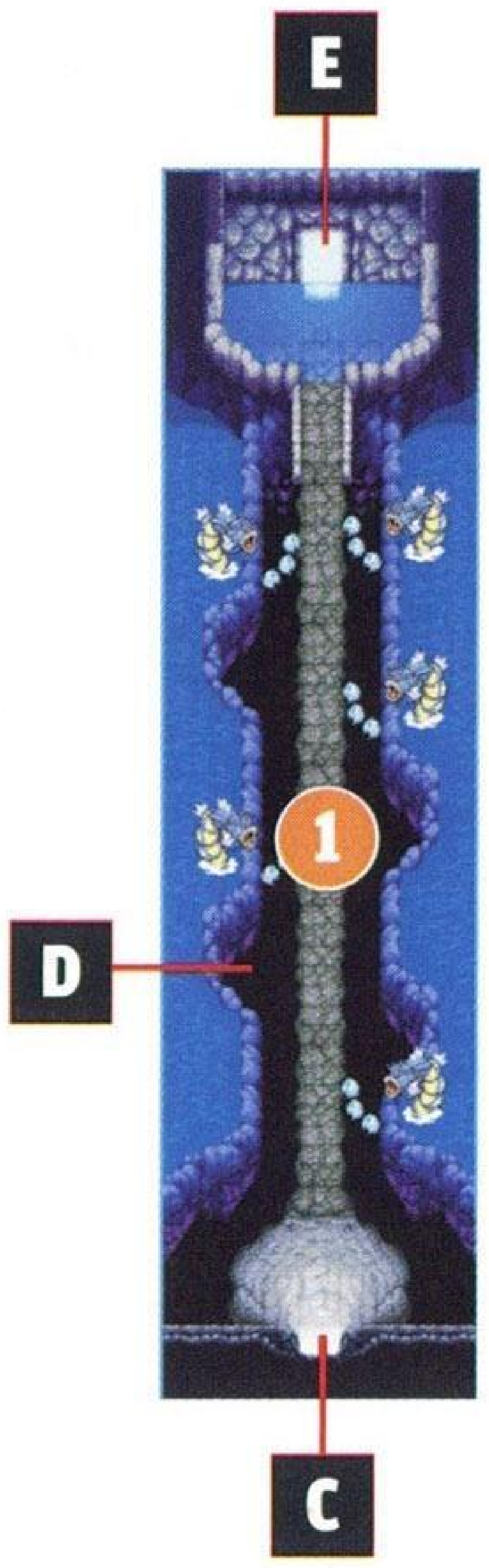
1. The Challenge of Water
2. Dragon battle #1
3. The Challenge of Destruction
4. Dragon battle #2
5. The Challenge of Wind
6. Dragon battle #3
7. More Go-Rock Squad mischief

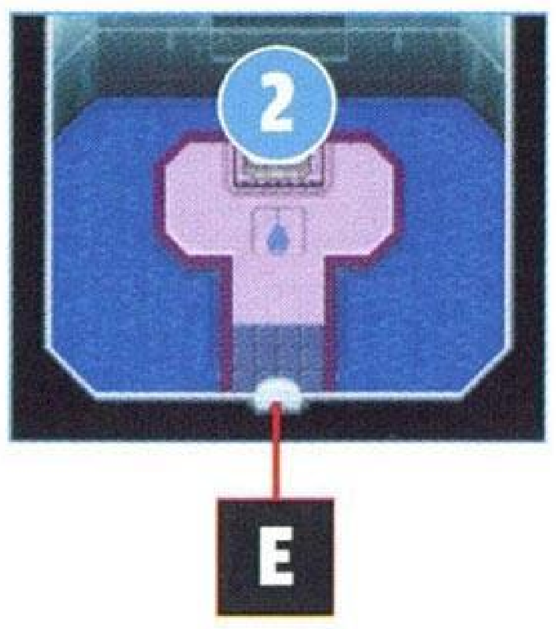


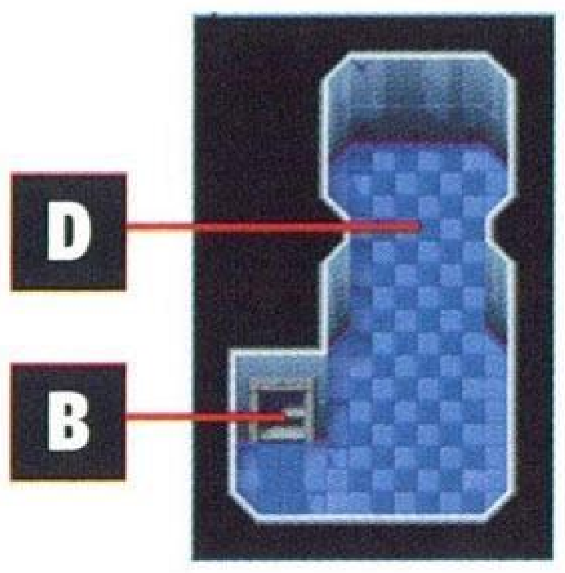
You can't access these areas until Sub-Mission B. See page 41 for more info.

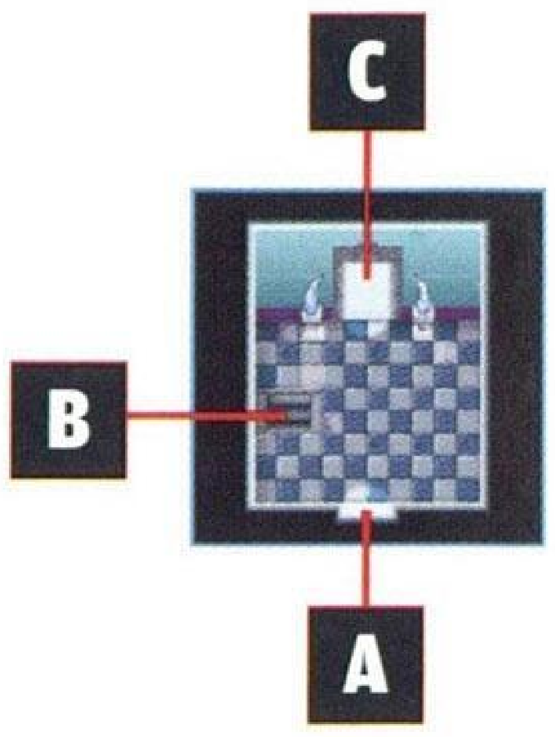
You can't access these areas until Sub-Mission B. See page 41 for more info.

To Olive Jungle (see pg. 30)





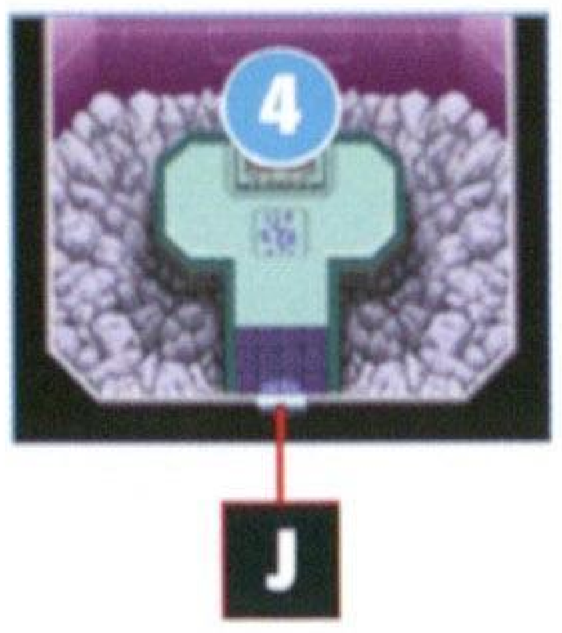




CAPTURE CONDITIONS

BLACK-LABELED POKéMON

Available from the start of the mission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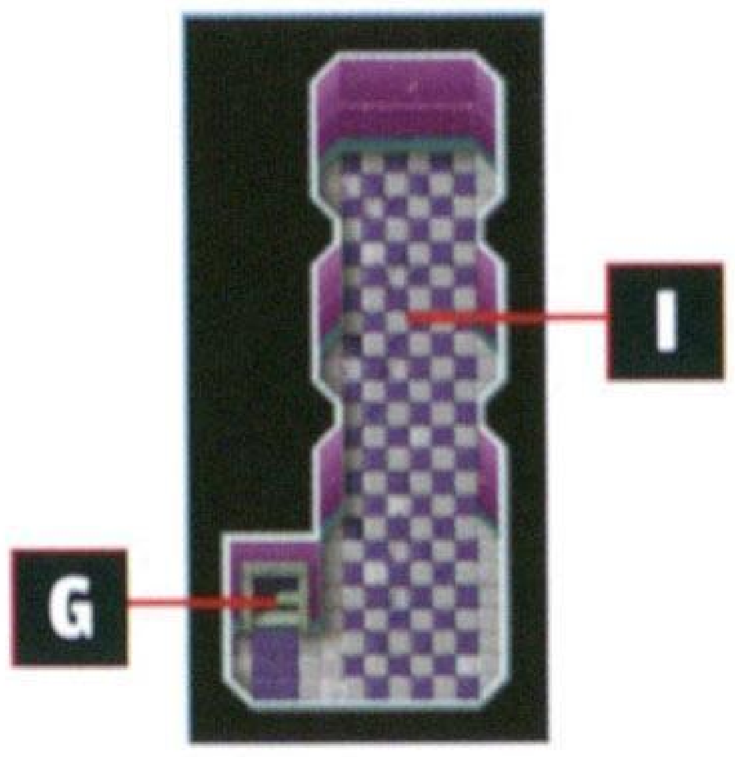
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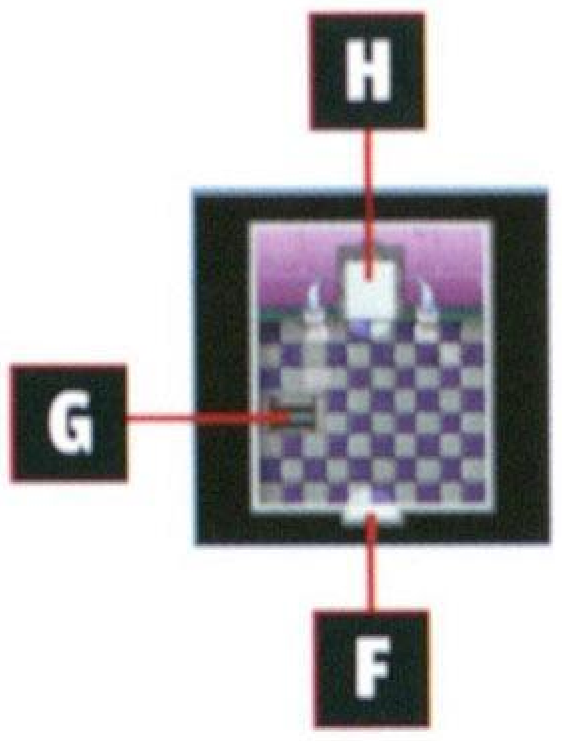
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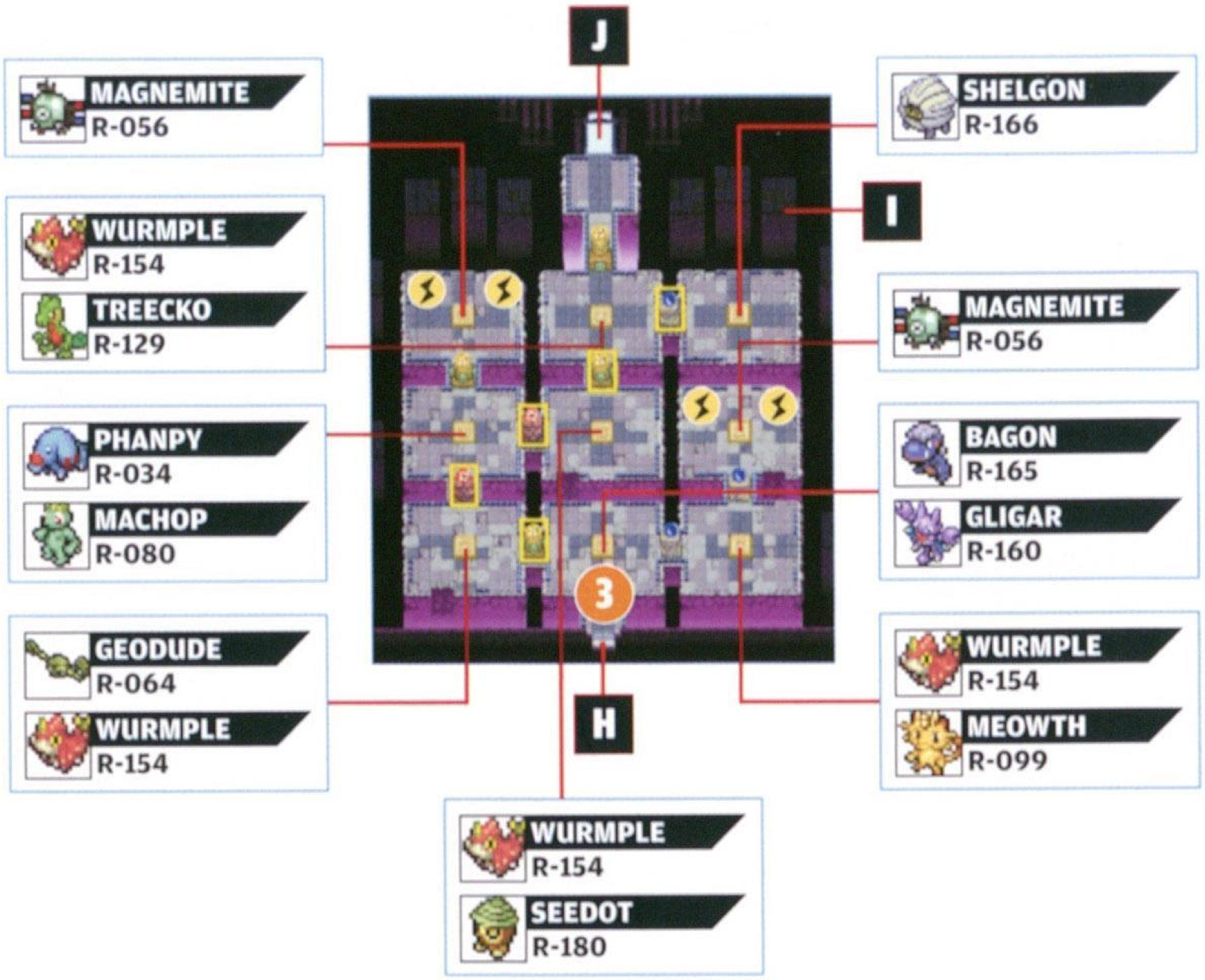
J
MAGNEMITE R-056
WURMPLE R-154
TREECKO R-129
PHANPY R-034
MACHOP R-080
GEODUDE R-064
WURMPLE R-154
SHELGON R-166
I
MAGNEMITE R-056
BAGON R-165
GLIGAR R-160
WURMPLE R-154
MEOWTH R-099
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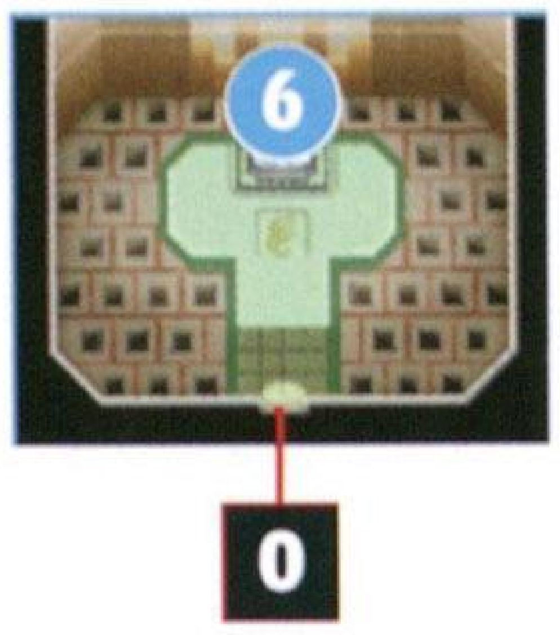
H
WURMPLE R-154
SEEDOT R-180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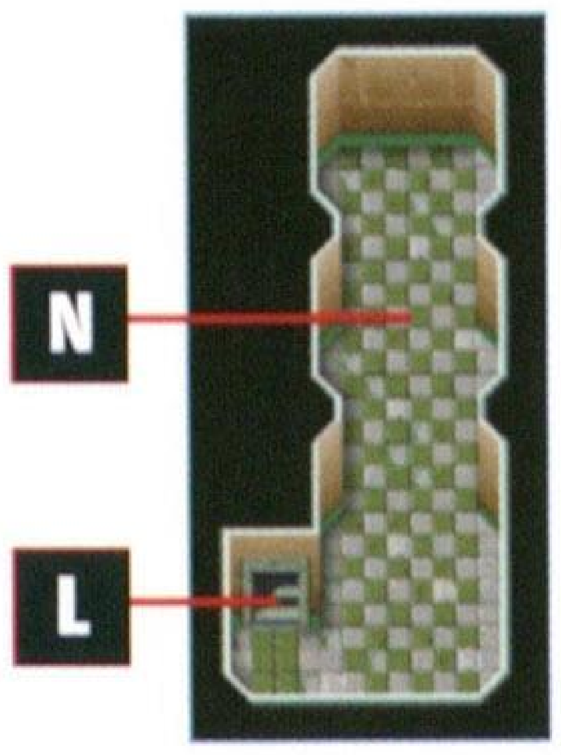
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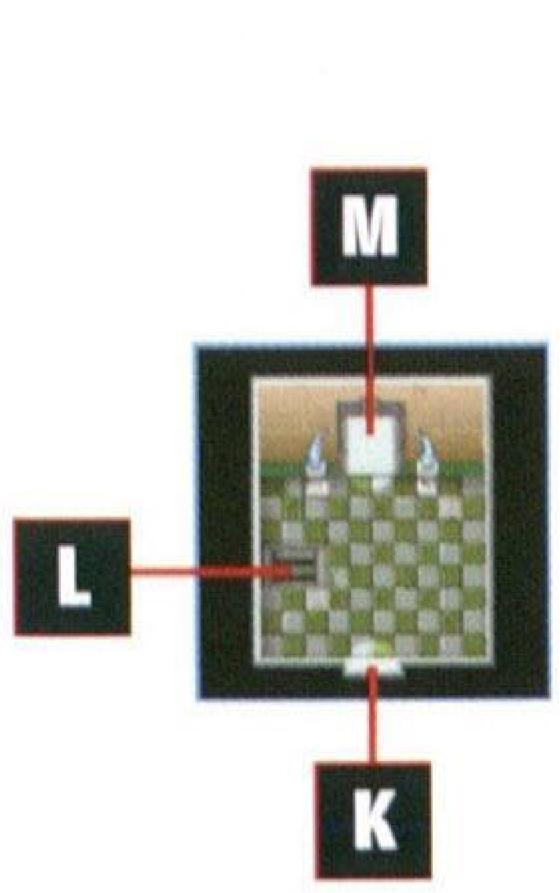
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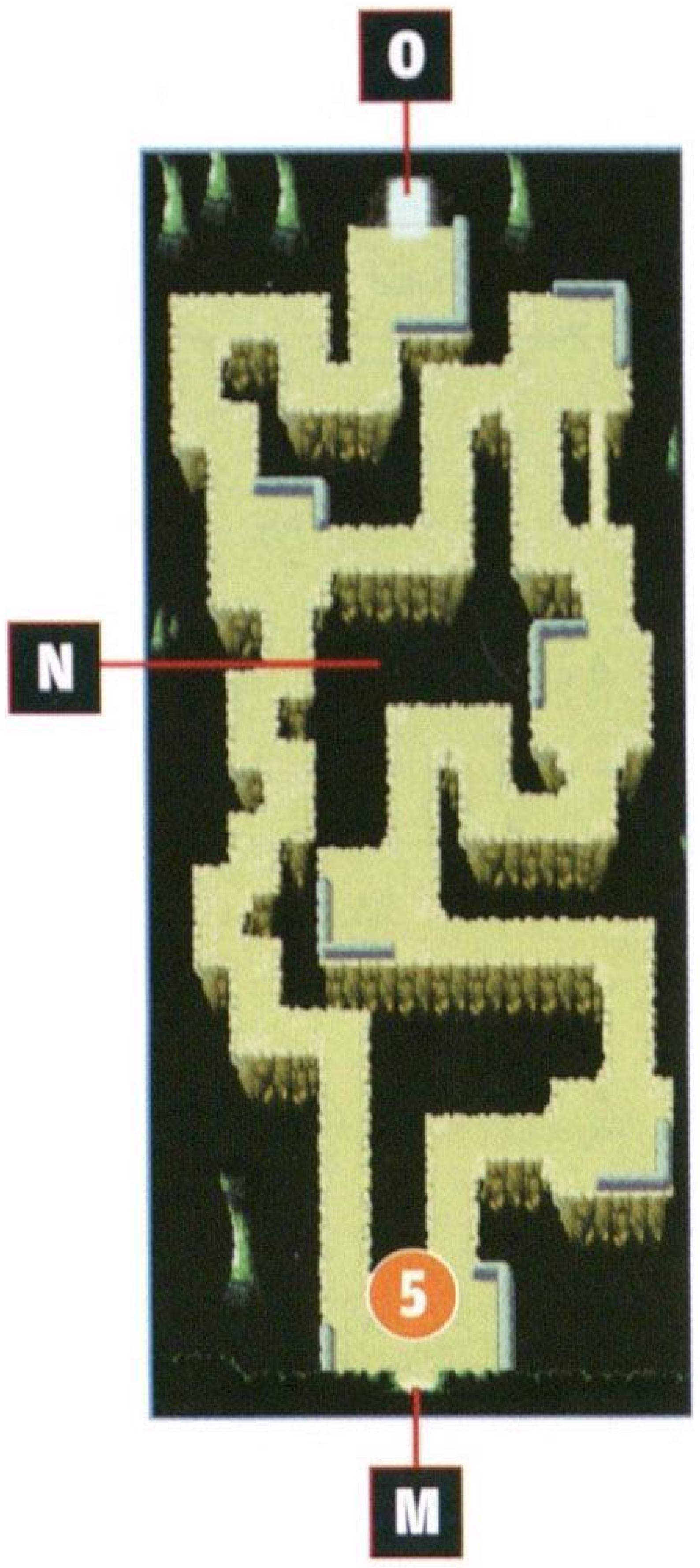
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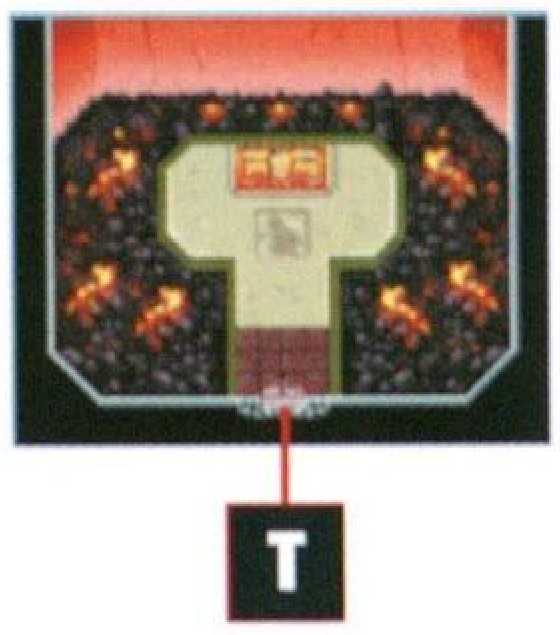
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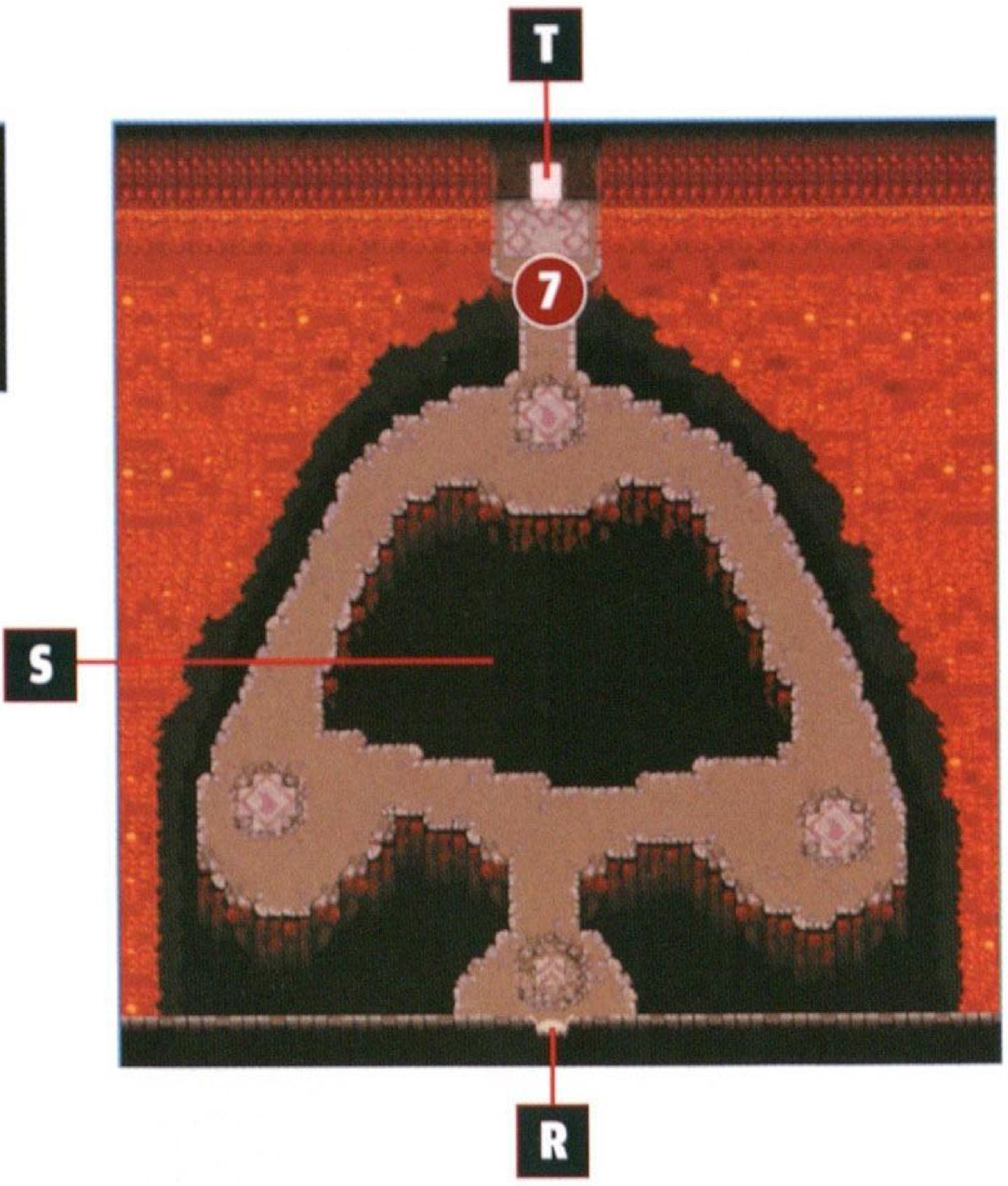
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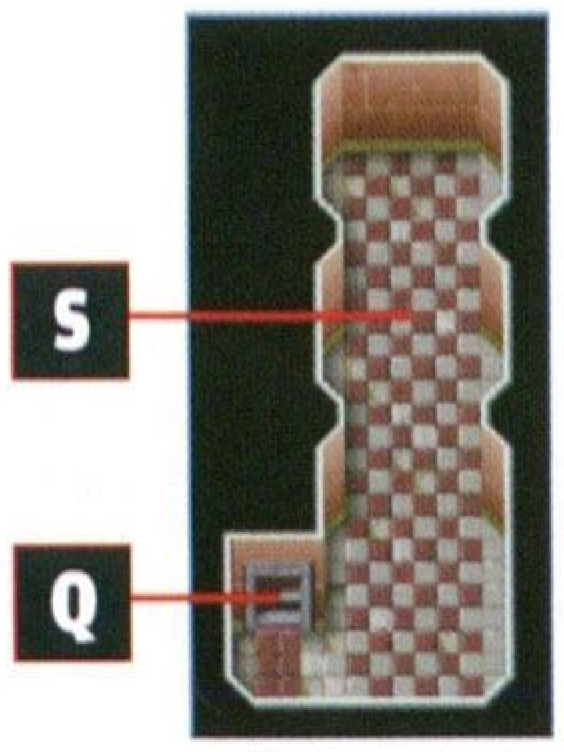
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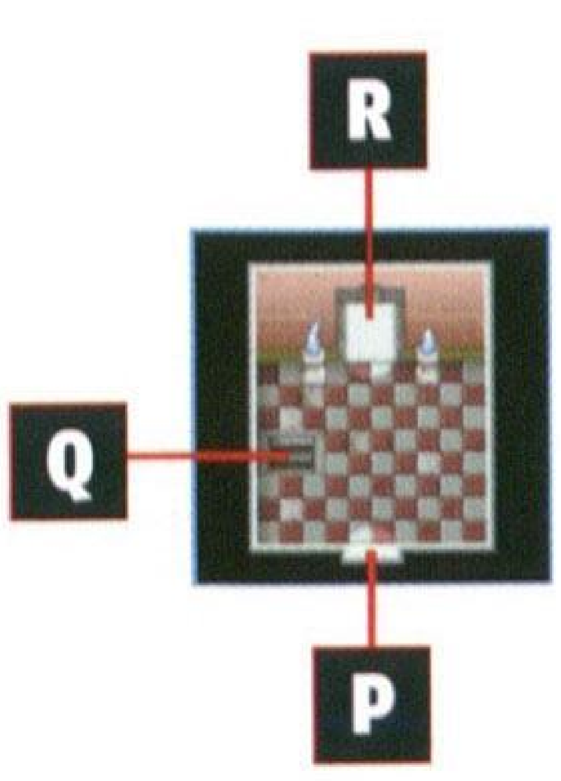
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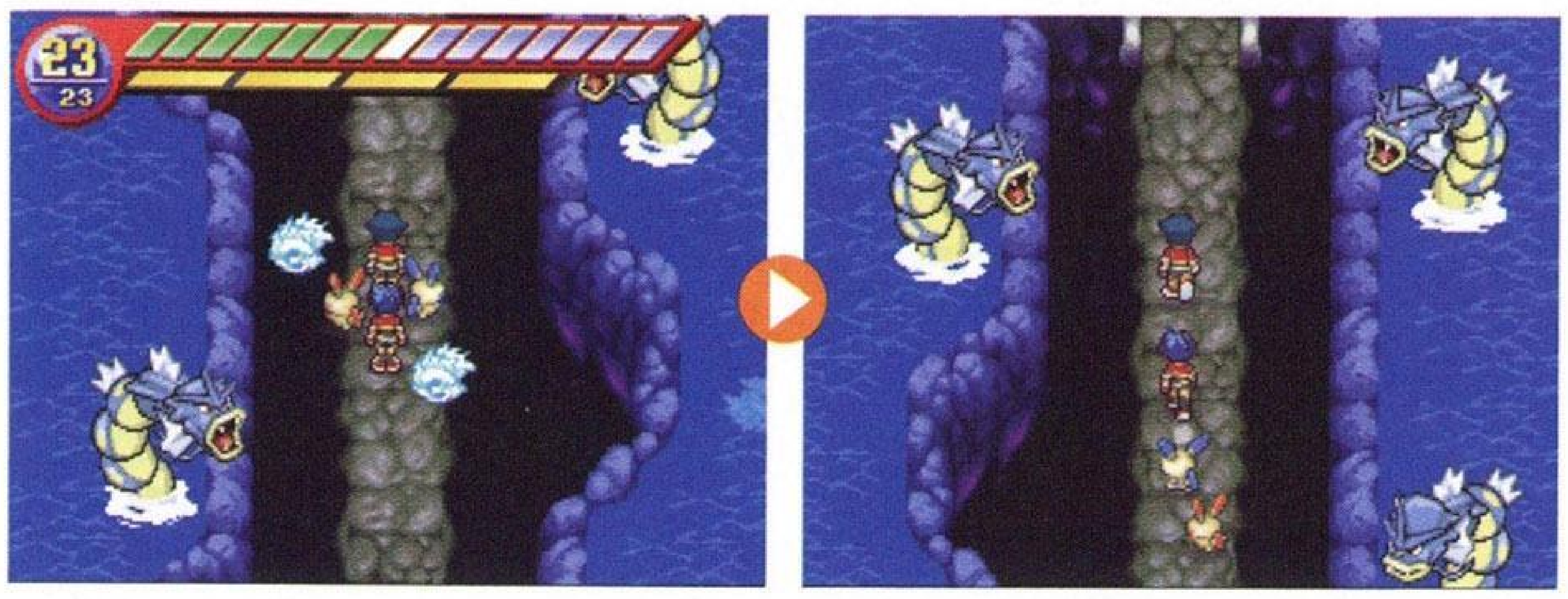
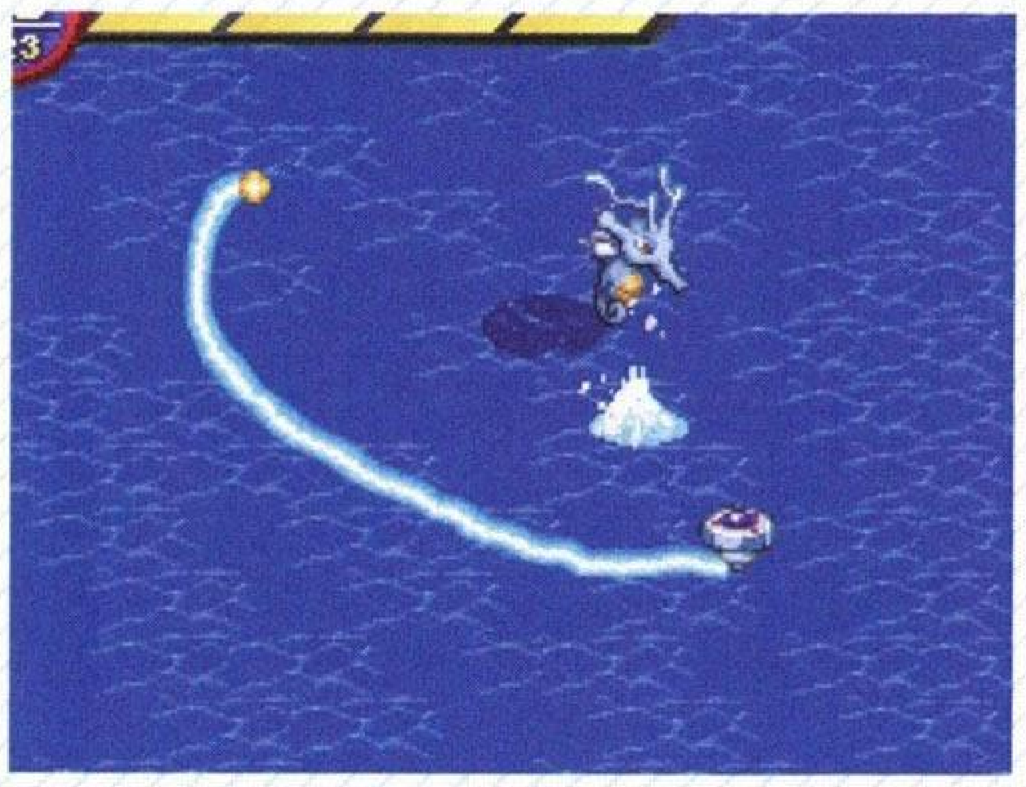
1 The Challenge of Water

Make your way through Olive Jungle and back to the Jungle Relic temple where you saved Percy's Politoed. Travel down the temple stairs to the Chamber of Trials, and head through door A to begin the first trial. You will have to proceed down a thin path as Gyarados fires sets of three water balls to knock you into the void. Pause between the lower two water balls until they pass, then rush forward to the next Gyarados.



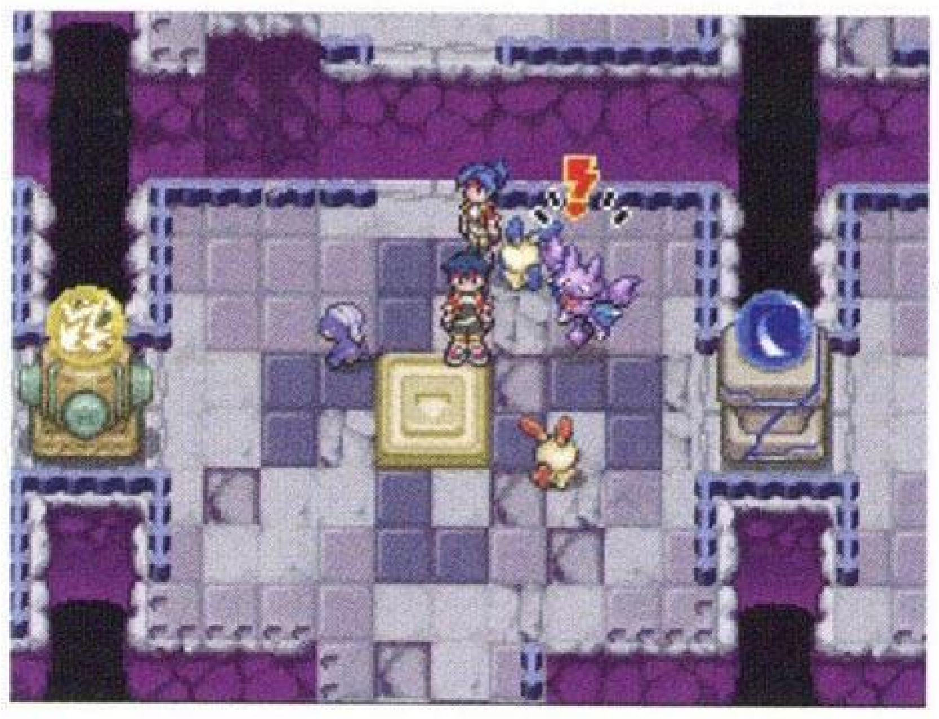
2 Dragon battle #1

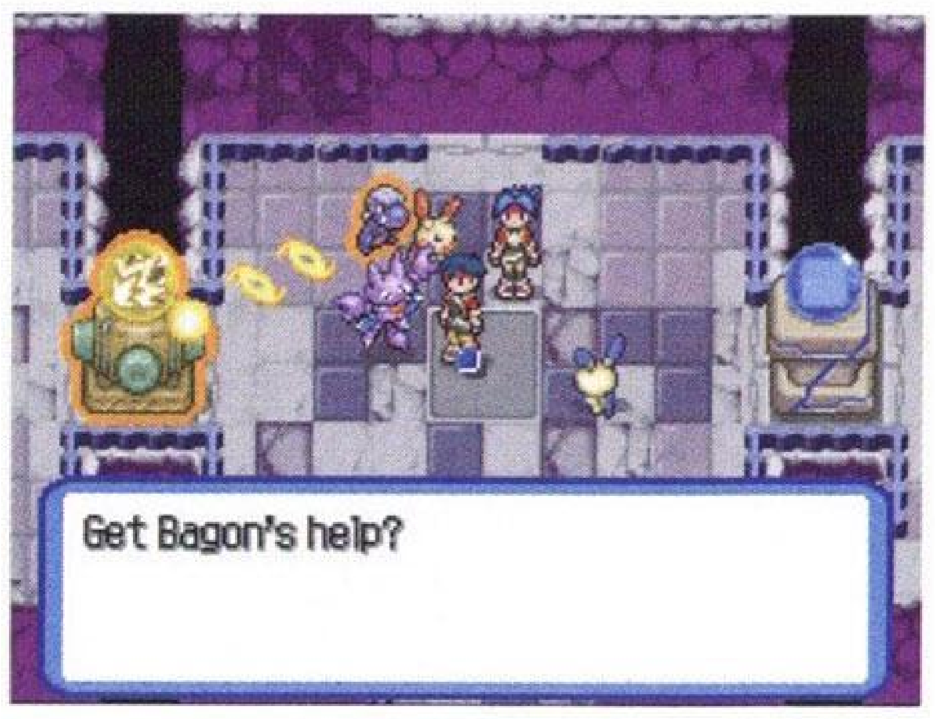
At the end of the challenge you'll face two Kingdra in battle. The Kingdra will frequently dive beneath the water to shake your Capture Line, but that gives you a chance to capture one without interference from the other. Begin circling a Kingdra's shadow just before it pops out of the water, but be prepared to abort your capture attempt if the Kingdra attacks with its deadly water beam.



3 The Challenge of Destruction

In the second challenge (through door F), destructible pillars block your progress. Step on the floor switches to make Pokémon appear, then capture them and use their Field Moves to clear a path. Destroy the pillars that are outlined in yellow on the map to reach the boss, or take side paths to find Styler-recharging Electric-group Pokémon.

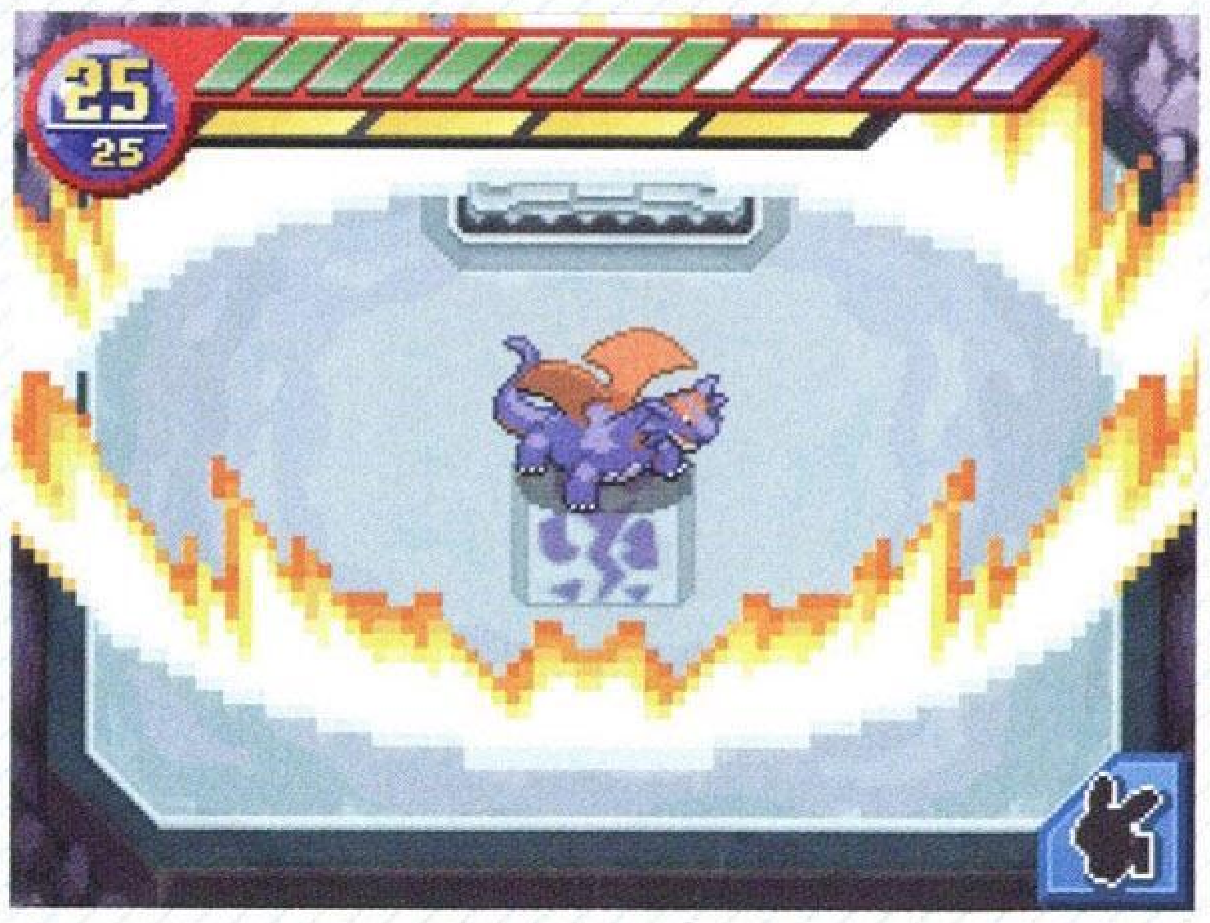




Get Bagon's help?

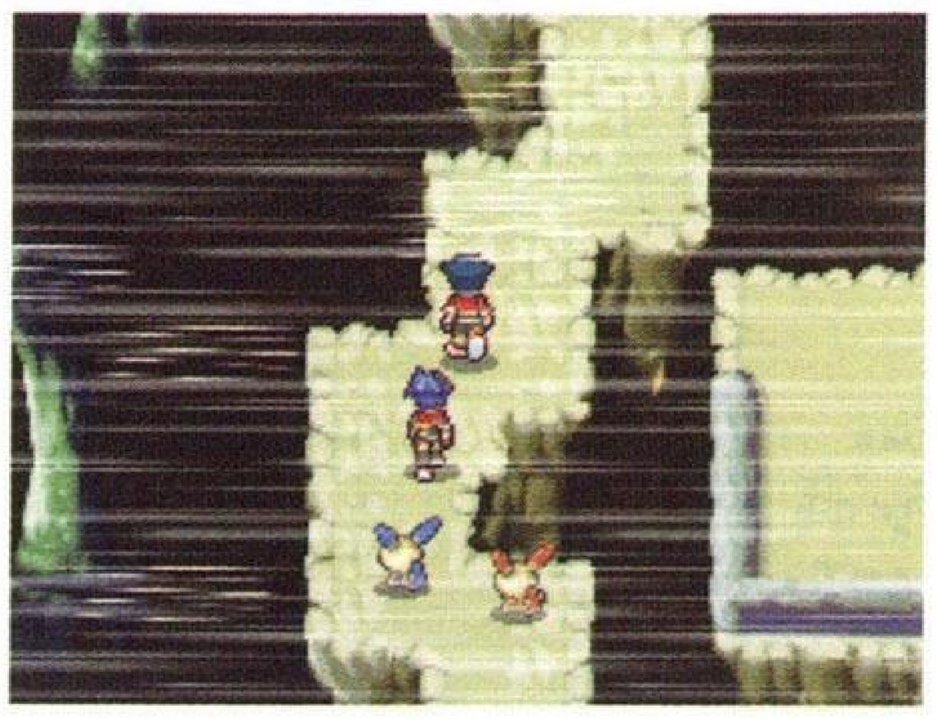
4 Dragon battle #2

Your Styler energy will be refilled before this battle, and you'll need the extra juice; Salamence is very tough to catch. You can catch it only in the air; when it's on the ground, loop it only once, then lift your stylus to provoke an attack and send Salamence skyward. Loop it a total of 22 times in midair before it can crash to the ground with its devastating shockwave attack.



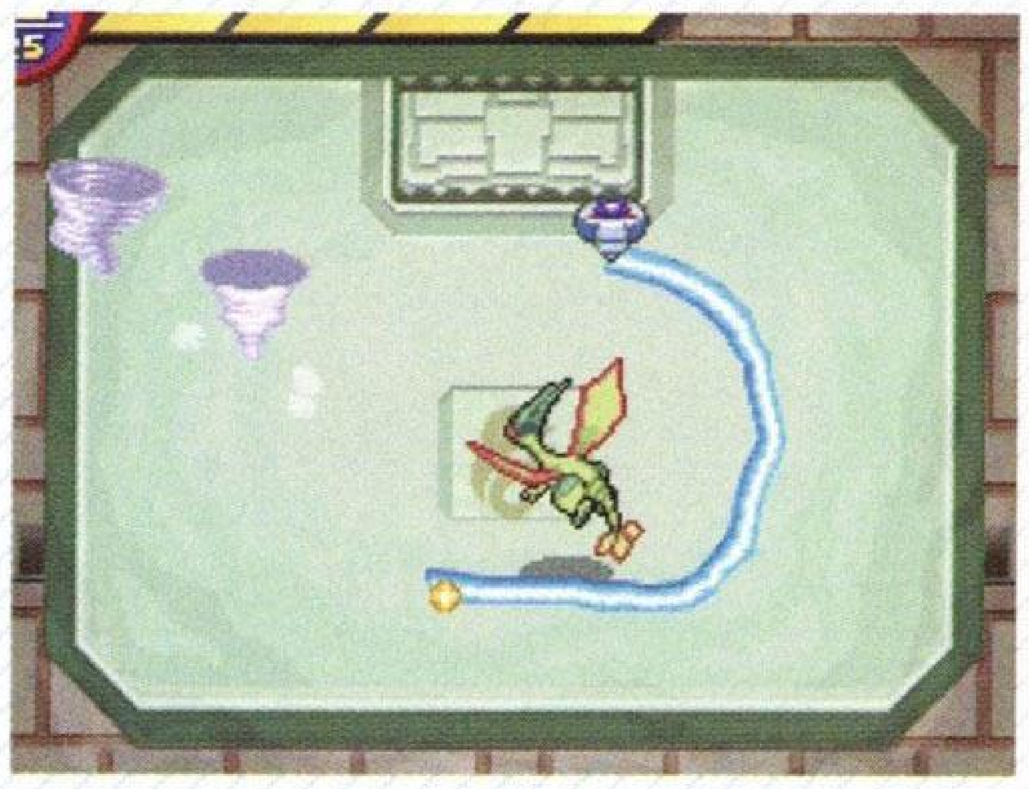
5 The Challenge of Wind

Gusty winds will threaten to blow you off of the thin ledges in this challenge, and you'll need to walk diagonally against the wind to progress. This will be much easier if you use the Control Pad instead of the stylus. The path branches in two different directions, the left is shorter bur more treacherous, the right is longer but less risky.



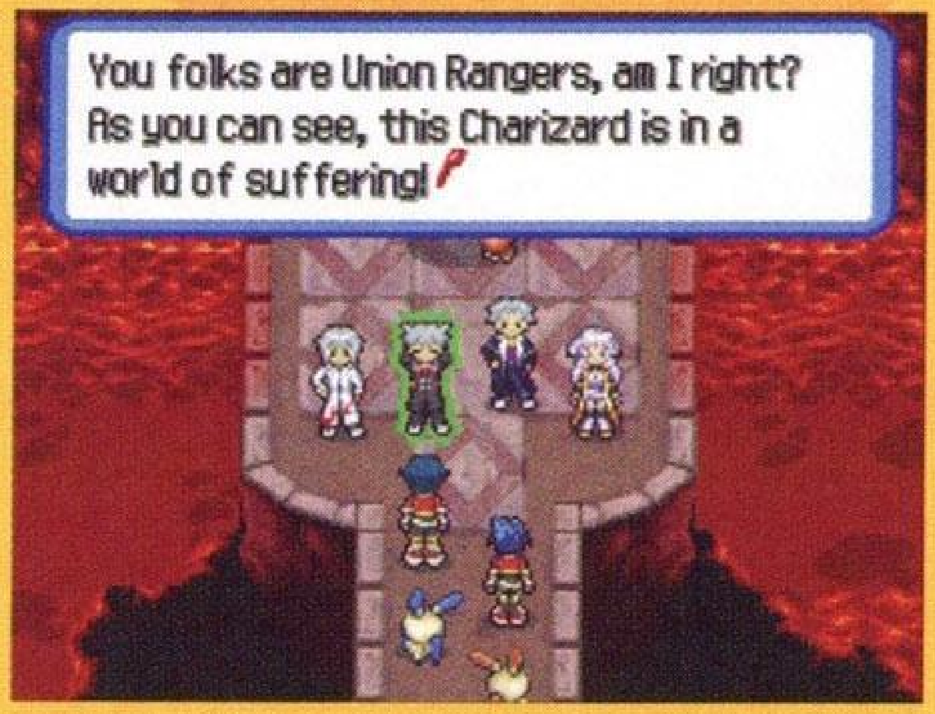
6 Dragon battle #3

You need to circle Flygon only six times, but its rapid movements and quick double-whirlwind attacks make that difficult (not to mention its Ground-group immunity to Minun and Plusle). Attempt a capture after each of Flygon's attacks, but prepare to abort when the exclamation point pops up, which will happen far more often than not. Keep trying—eventually Flygon will pause long enough to be captured.

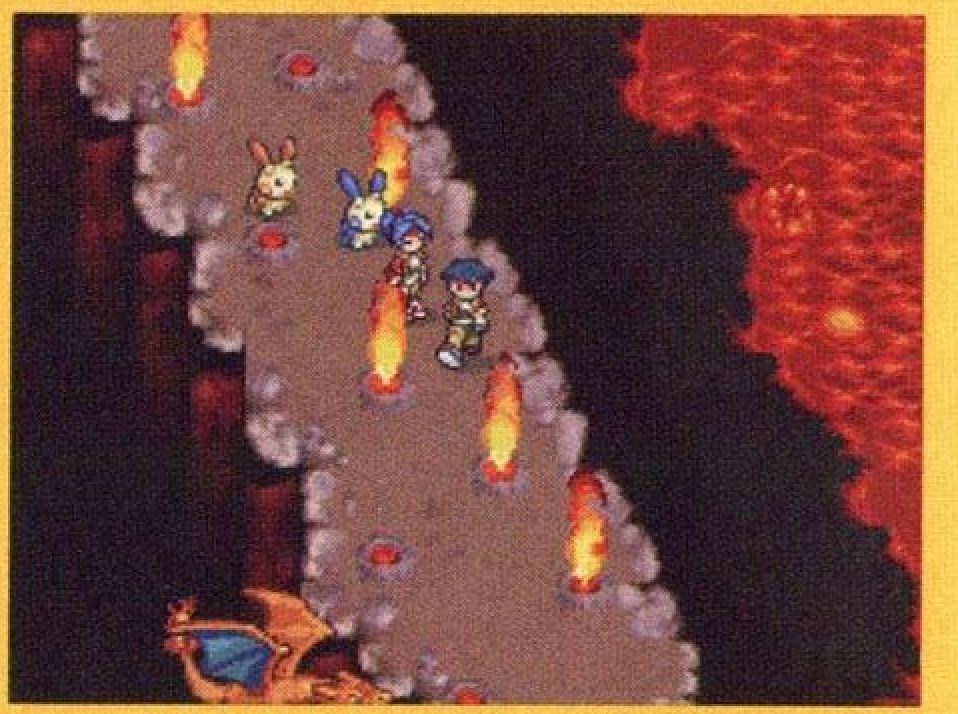


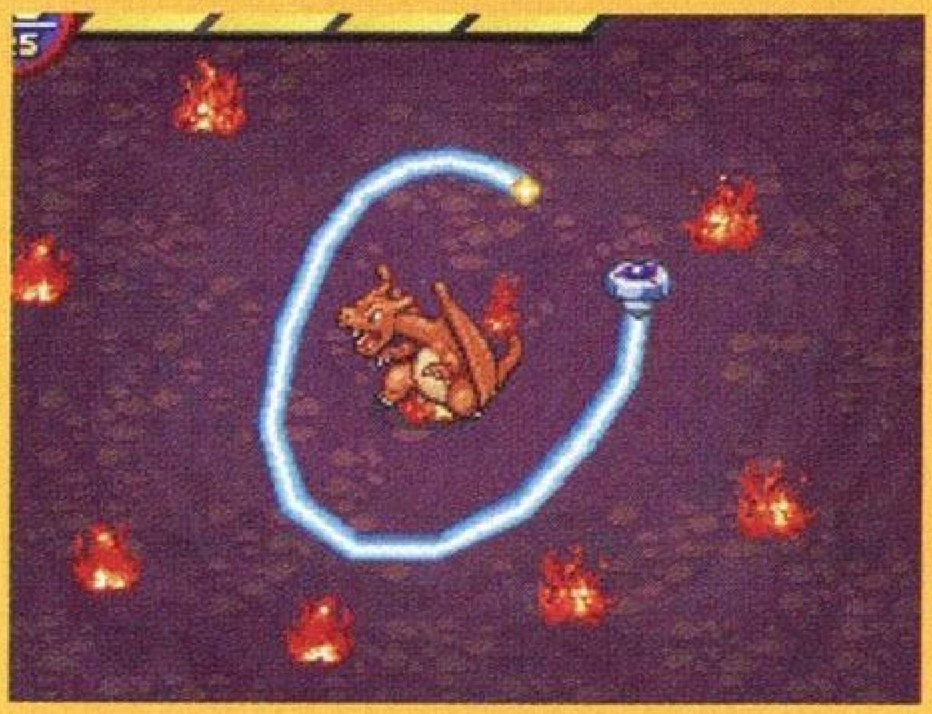
7 More Go-Rock Squad mischief

The two scientist types that blocked the entrance to the fourth challenge are now gone, giving you a chance to stick your head in and take a peek. Make your way straight to the boss room, where the Go-Rock Quads will enrage a Charizard and set it loose. Chase it throughout the area, dodging the flame jets that will knock you back and leave you temporarily stunned.



You folks are Union Rangers, am I right? As you can see, this Charizard is in a world of suffering!





Charizard blasts a stream of flames upward, scattering Styler-damaging flames throughout the capture screen. The flames won't fade until Charizard attacks again, so you'll need to maneuver around them. Draw your loops around and between the flames, taking great care not to touch them, and you should have enough time between flame blasts to loop Charizard the requisite 10 times.

MISSION COMPLETE

Now you've done it! Capturing Charizard was the fourth challenge, and by clearing it you've played right into the Go-Rock Squad's hands. Visit the Entei statue, then attempt to leave the Jungle Relic. Your next mission will begin when you step back inside and see the damage Entei has wrought.

SUB-MISSION B

Save the Jungle Relic!

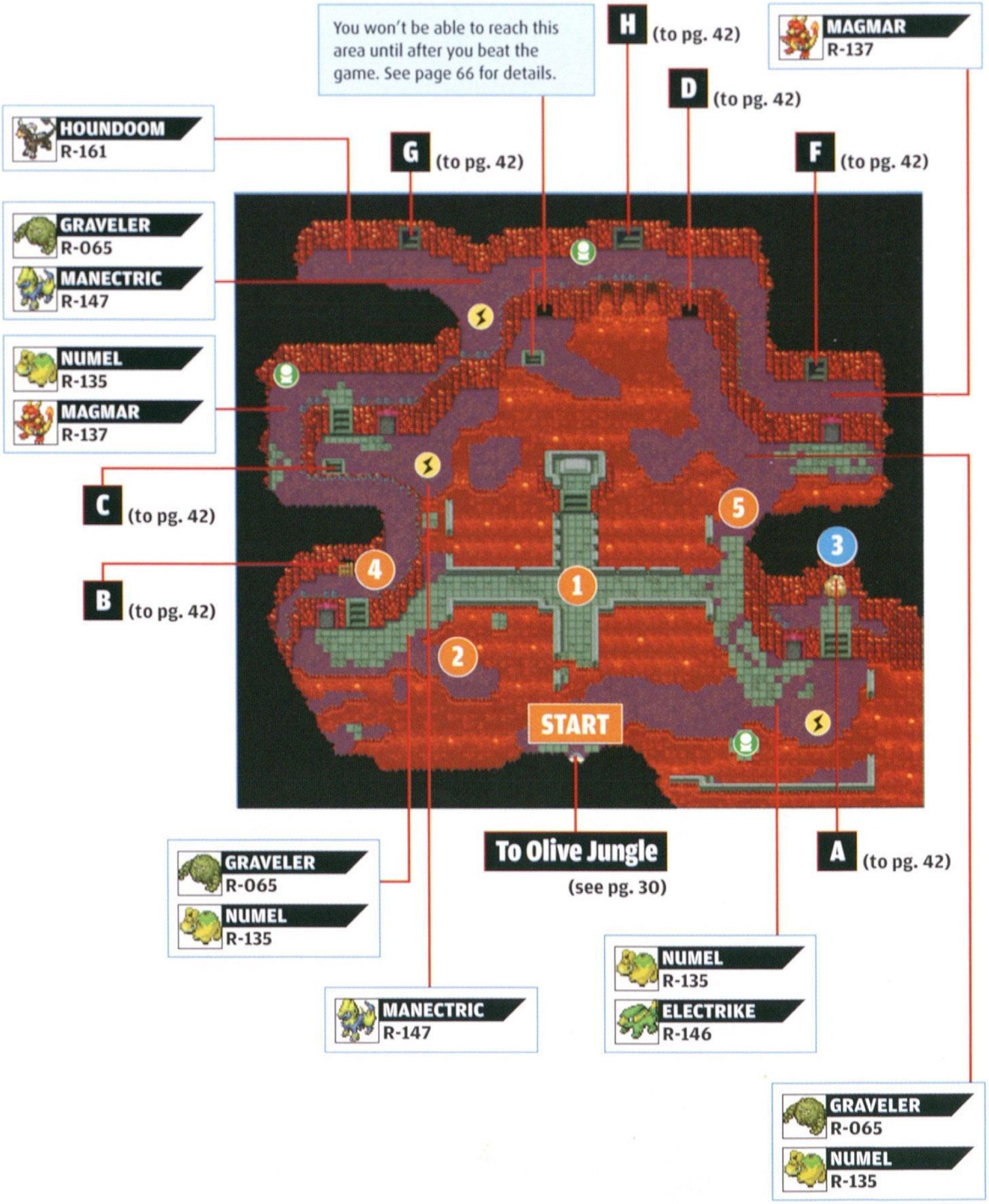
You've inadvertently freed Entei, and calamaties are now sweeping the land. Put things right before someone gets hurt!

MISSION OVERVIEW

1. Go-Rock Grunt fight #1
2. Have Graveler smash the boulder
3. Make Sceptile feel the burn
4. Catch a pair of Poliwhirl
5. Go-Rock Grunt fight #2
6. Go-Rock Grunt fight #3
7. Go-Rock Grunt fight #4
8. Capture a mighty Rhydon
9. Clear a path to the other side
10. Battle Clyde of the Go-Rock Quads
11. Battle Go-Rock Squad Commander Gordor

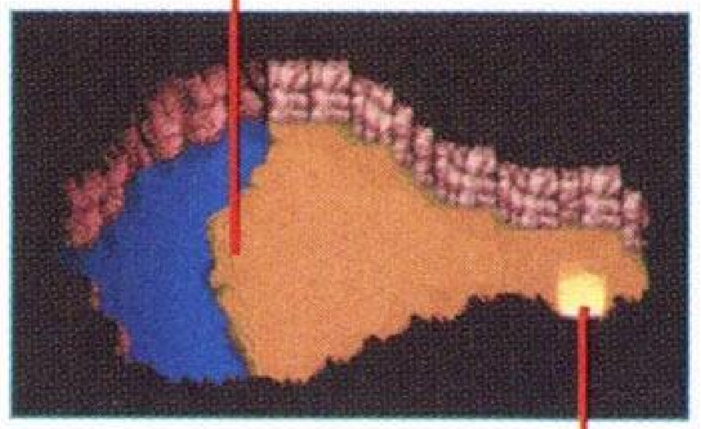
CAPTURE CONDITIONS

BLACK-LABELED POKéMON
Available from the start of the mission


You won't be able to reach this area until after you beat the game. See page 66 for details.

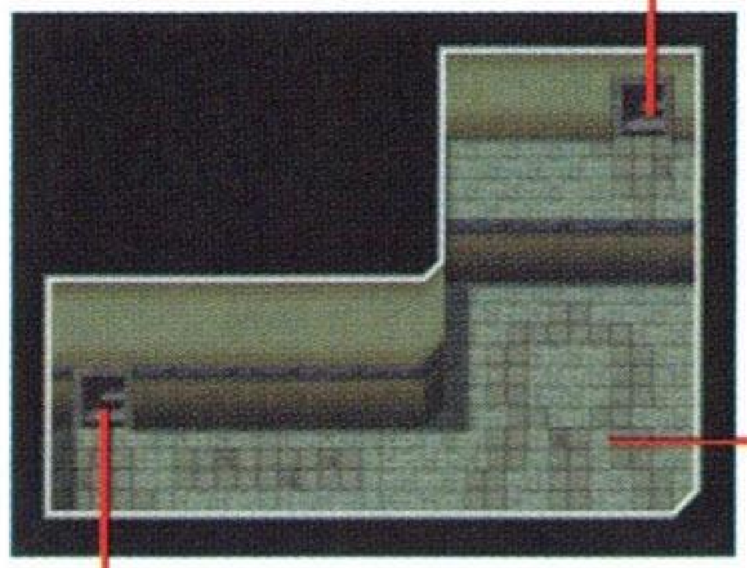
H (to pg. 42)
MAGMAR R-137
D (to pg. 42)
HOUNDOOM R-161
G (to pg. 42)
F (to pg. 42)
GRAVELER R-065
MANECTRIC R-147
NUMEL R-135
MAGMAR R-137
C (to pg. 42)
B (to pg. 42)
1
2
3
4
5
START
To Olive Jungle
(see pg. 30)
A (to pg. 42)
GRAVELER R-065
NUMEL R-135
MANECTRIC R-147
NUMEL R-135
ELECTRIKE R-146
GRAVELER R-065
NUMEL R-135

POLIWHIRL
R-053



B (from pg. 41)

You won't be able to reach this area until after you beat the game. See page 66 for details.

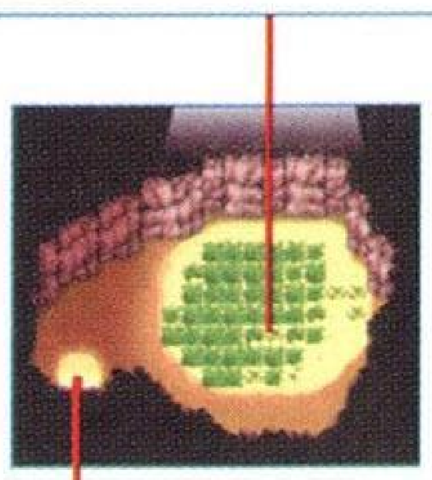


BELDUM
R-190

C (from pg. 41)

TANGELA
R-069

SCEPTILE
R-131



A (from pg. 41)

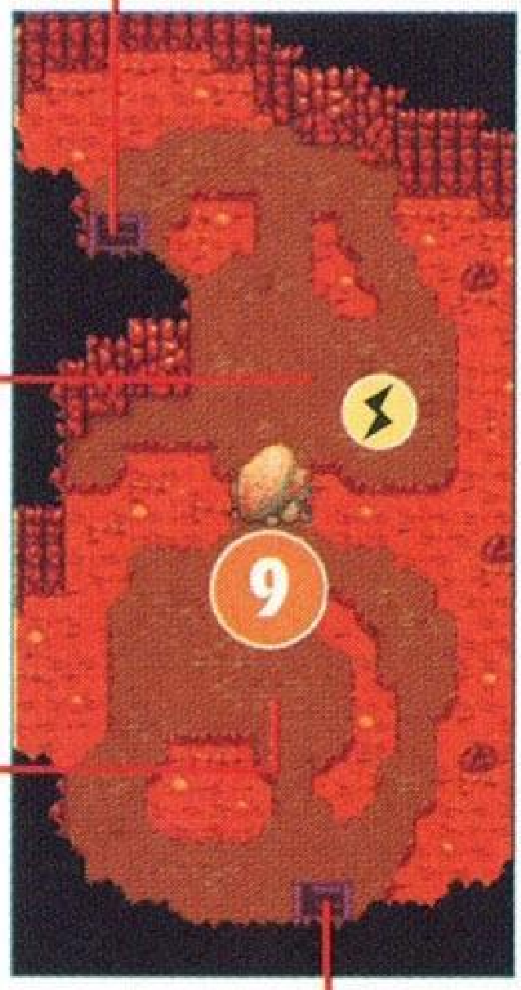
E

ELECTRIKE
R-146

SLUGMA
R-138

HOUNDOOM
R-161

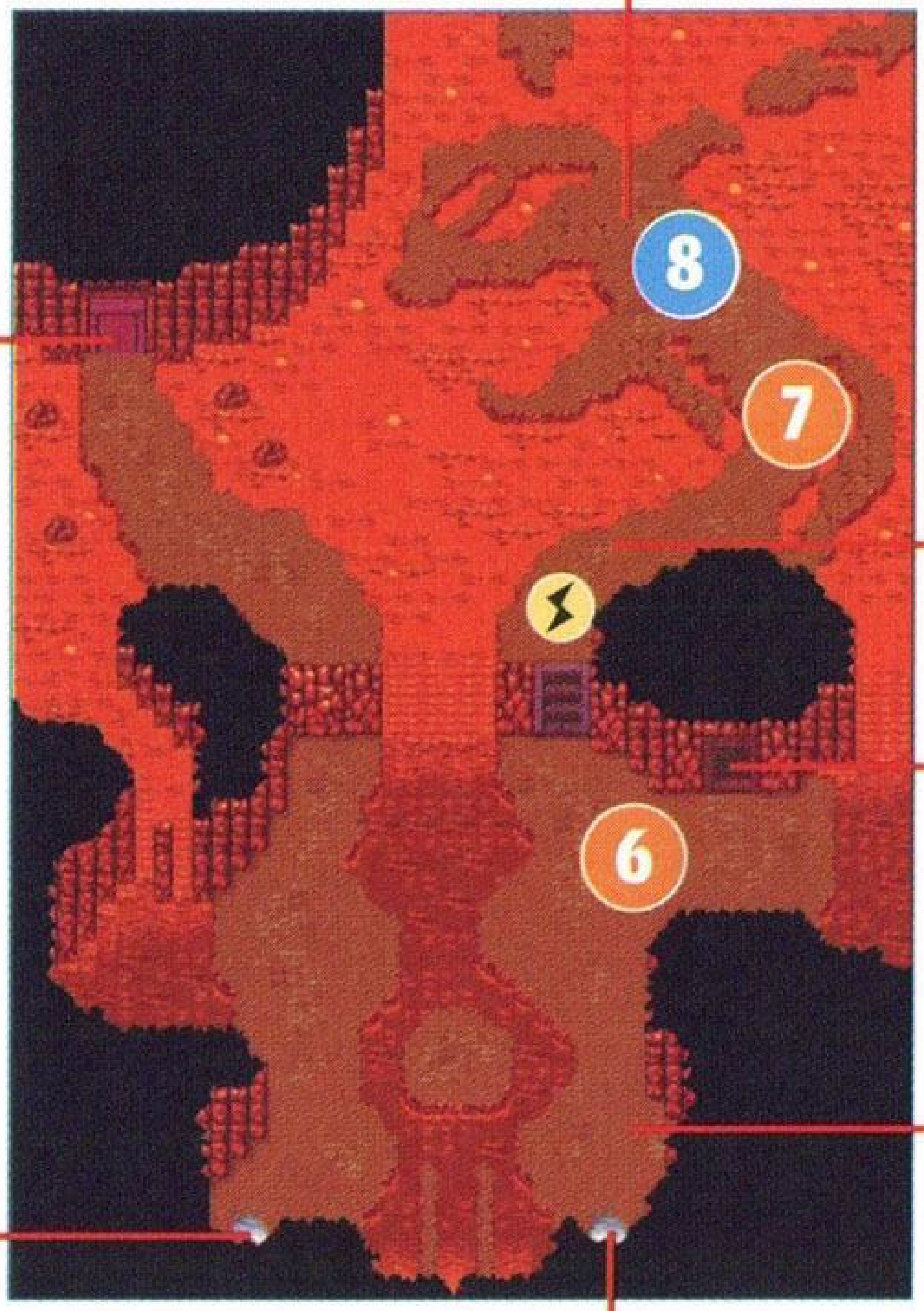
SLUGMA
R-138



F (from pg. 41)

RHYDON
R-063

You won't be able to reach this area until after you beat the game. See page 66 for details.



MANECTRIC
R-147

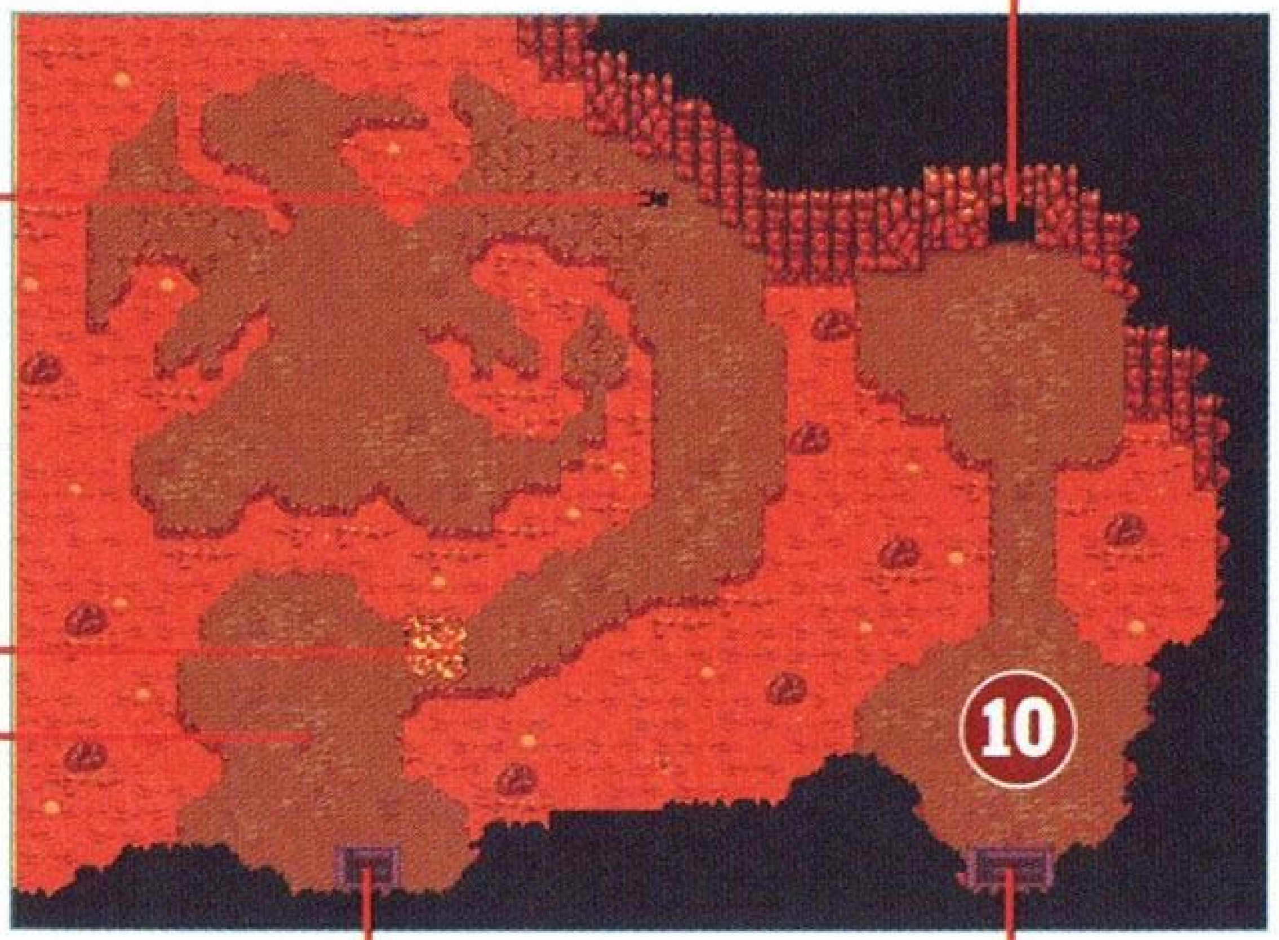
E

GRAVELER
R-065

D (from pg. 41)

I

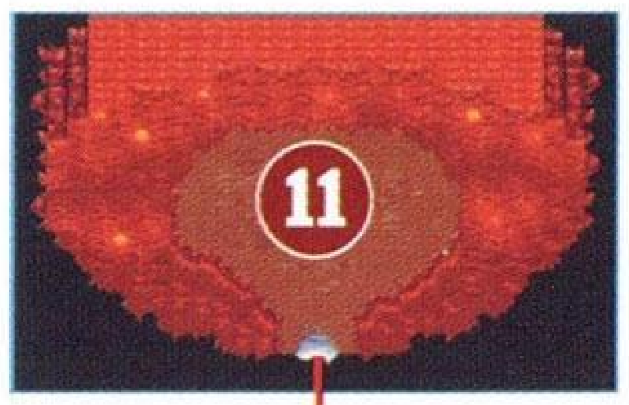
You won't be able to reach this area until after you beat the game. See page 66 for details.



CHARMANDER
R-140

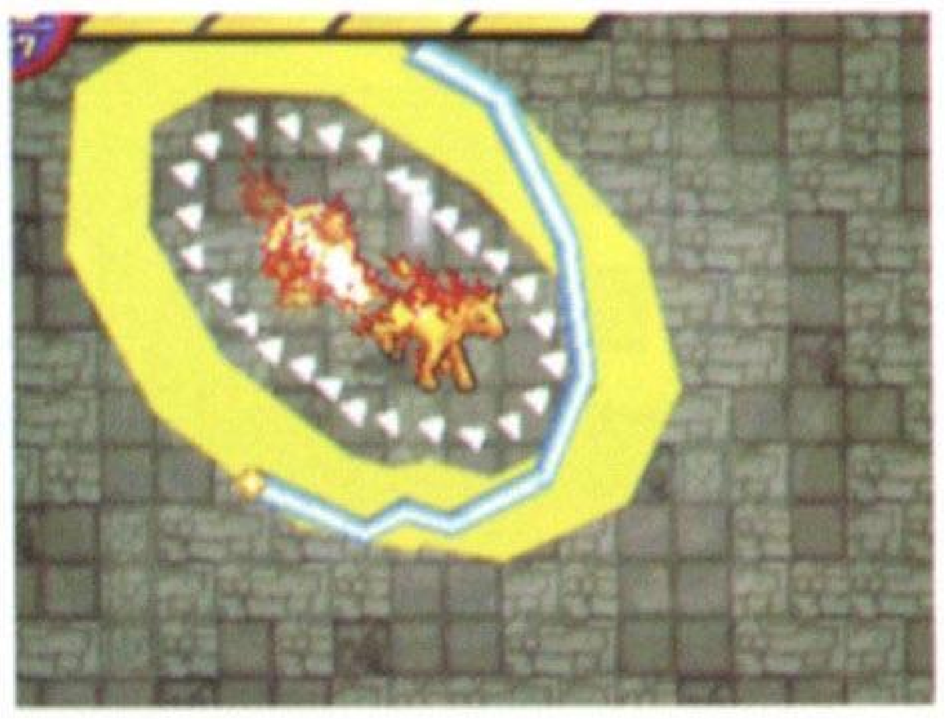
G (from pg. 41)

H (from pg. 41)



I

1 Go-Rock Grunt fight #1



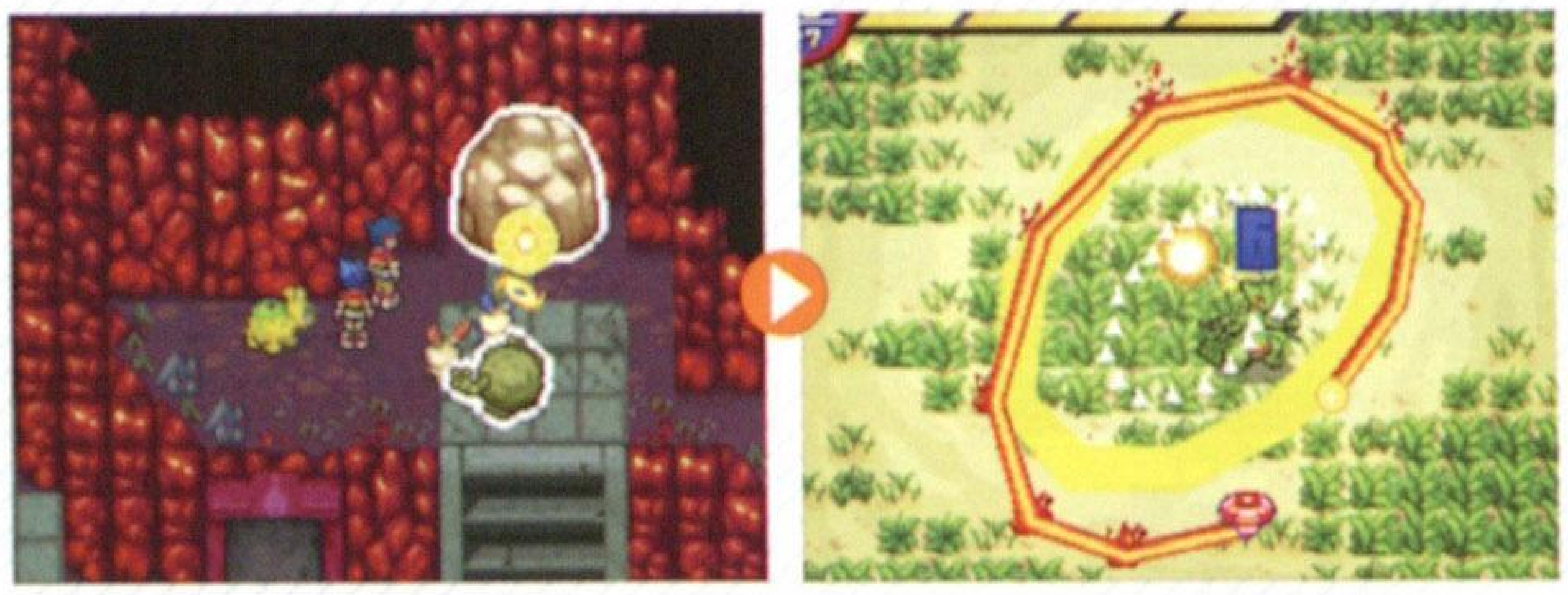
Approach the area where the statue of Entei used to be; you'll find the first of many Go-Rock Grunts waiting. The Grunt will sic his Rapidash on you, but it won't be hard to capture if you circle it with ovals (aligned with the direction Rapidash is facing) so you can continue to reduce Rapidash's required loops as it charges.

2 Have Graveler smash the boulder

Remember that big boulder on the ledge just above the entrance to the Challenge of Water? The Graveler at point 2 has the double-Crush Field Move you need to smash through it and reach a new area.

3 Make Sceptile feel the burn

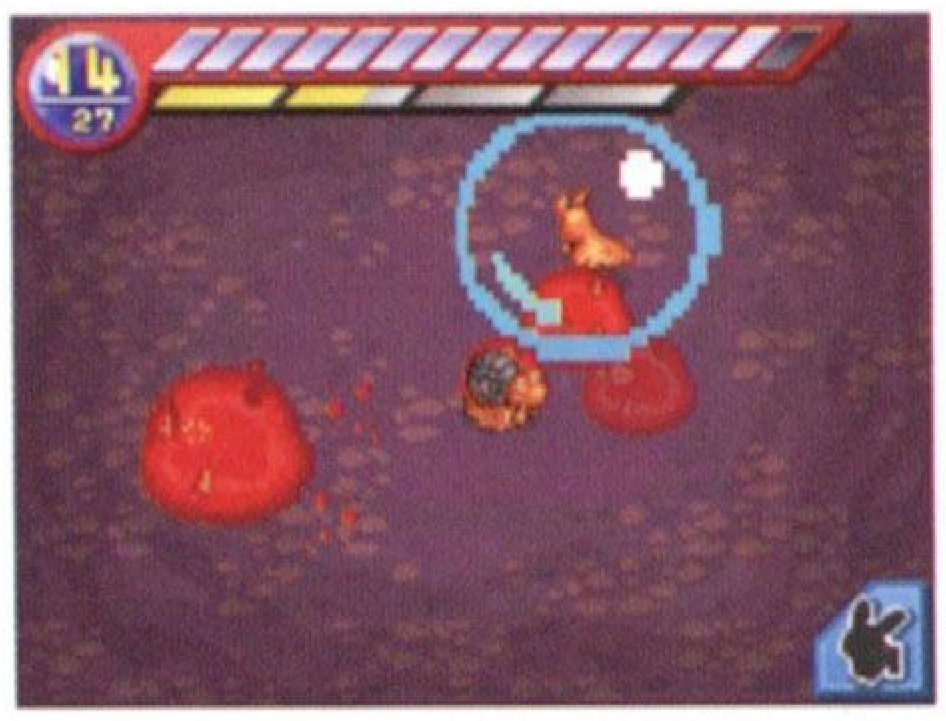
Behind that boulder you'll find a Sceptile whose triple-Cut Field Move has more than enough power to hack apart the wood gate at point 4. When battling Sceptile, use a Poké Assist from any Flame-group Pokémon in your party—this is the area's only battle in which a Flame Poké Assist will be especially effective.



4 Catch a pair of Poliwhirl

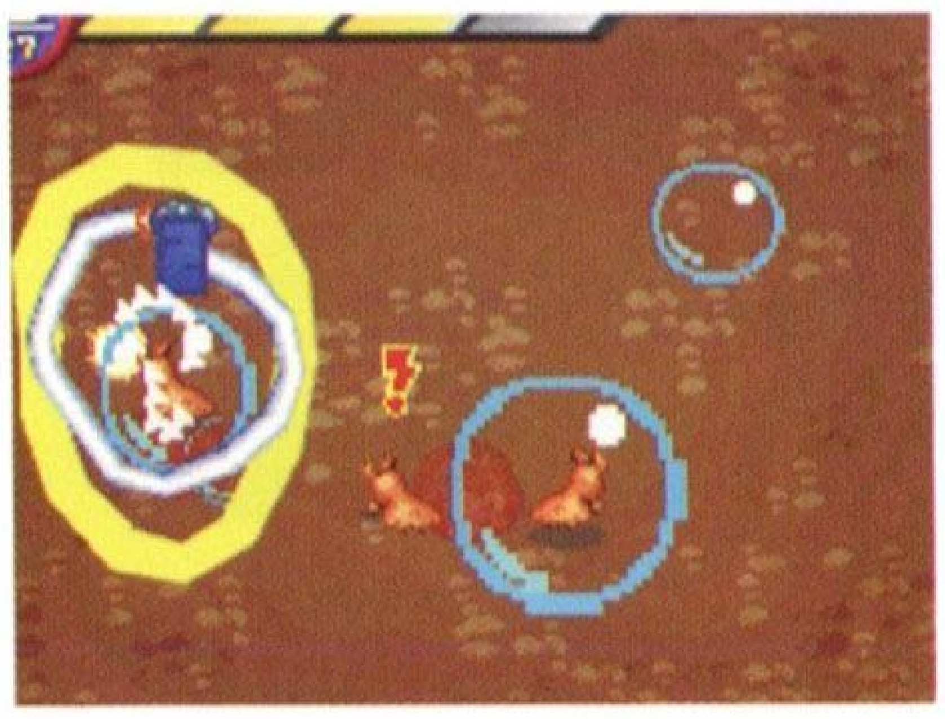
The point of catching Graveler and Sceptile was to get into this room, where you can capture a pair of Poliwhirl. They aren't necessary for clearing field obstacles, but their Water Poké Assists will make boss battles much easier to beat. While you're in the neighborhood you may also want to catch a Styler-recharging Manectric to the northeast.

5 Go-Rock Grunt fight #2



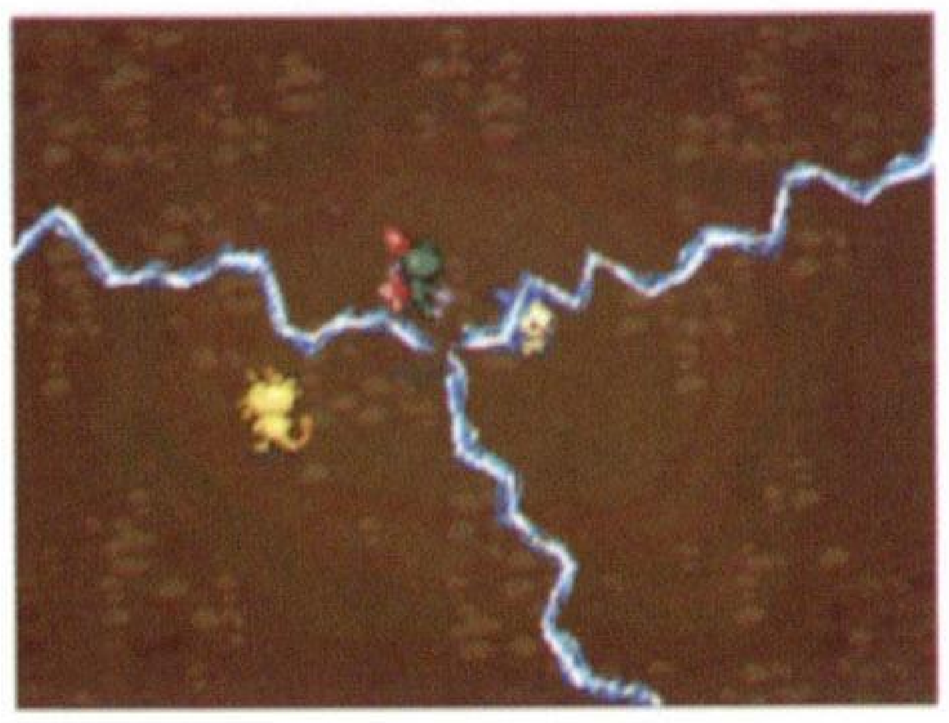
Both Slugma and Magcargo leave lava trails and spit blobs of lava that pool on the ground. Amid all the lava, it's tough to find an opportunity to circle one or both safely, so this may be a good time to use one of your Poliwhirl. Its Poké Assist will allow you to trap a foe in a bubble, cutting in half the amount of lava you have to worry about.

6 Go-Rock Grunt fight #3



This battle can turn into a Slugma slugfest if you don't act quickly. All three Slugma begin in a tight clump, so you can easily loop the whole pack at the very start of the battle. If they separate, you may need to use a Water or Rock Poké Assist. If you use your last Poliwhirl, return to point 4 and catch the pair again.

7 Go-Rock Grunt fight #4



Sneasel runs around frantically, striking the Capture Line as you attempt to capture the easier Meowth. Minun will enable you to stun both foes, possibly allowing you to catch the pair within a single loop. If that fails, wait for Sneasel to run offscreen, then quickly circle Meowth.

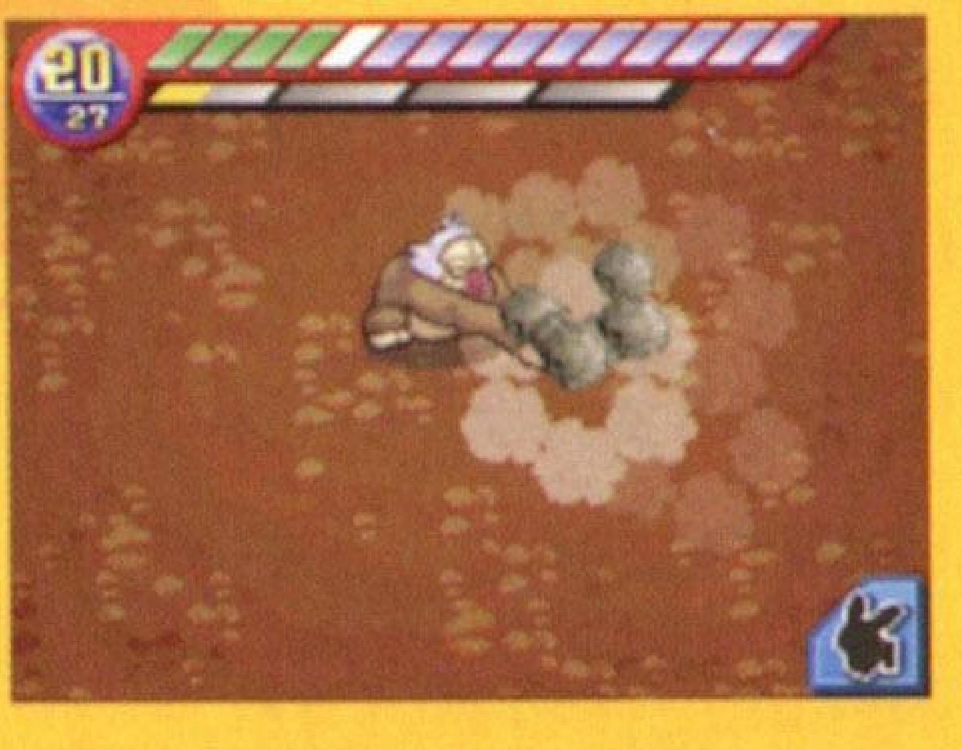
8 Capture a mighty Rhydon

You'll need triple-Crush power to destroy the boulder at point 9, so you must capture this Rhydon to proceed. Use wide oval loops that leave plenty of space in front of Rhydon in case it charges or throws rocks. See more tips on how to capture Rhydon on page 23.

9 Clear a path to the other side

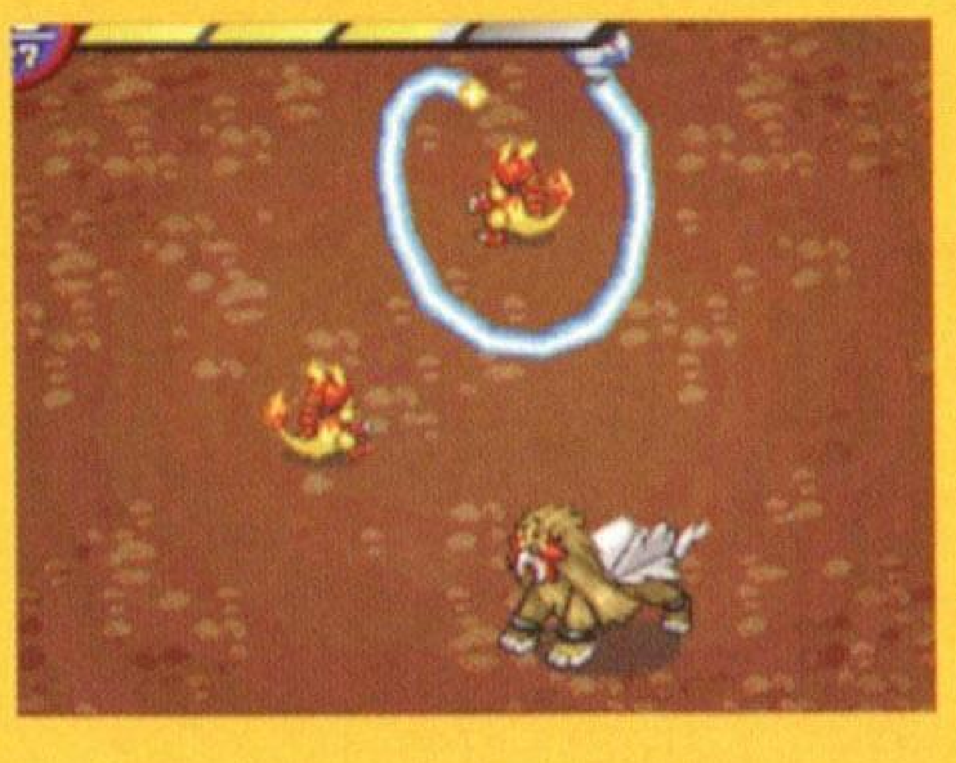
Take the stairs marked E, and move south to exit F. A huge boulder will fall at point 9, but Rhydon can bat it aside. Exit F will take you to the northern part of the main map, where you'll run into Aria. Two powerful Go-Rock Squad bosses await beyond door H, so you may want to walk past the door to save your game and catch a Manectric first.

10 Battle Clyde of the Go-Rock Quads



Whenever Clyde's Slaking pounds the ground, rocks will fly. Since it takes time to complete 17 loops, avoid lifting your stylus by widening your loops to circle around the debris (this is possible only if Slaking is near the center of the screen, of course). After the rock attack, tighten up your loops and finish off Slaking.

11 Battle Go-Rock Squad Commander Gordor



Gordor will send a pair of Magmar to back up the furious Entei. Wait for the Magmar to clump up, then stun them with your partner Pokémon and catch one or both at once. The stun won't last long enough to help with Entei, but a Poliwhirl bubble will leave it at your mercy. If you don't have a Poliwhirl, wait until Entei is positioned near one edge of the screen and facing toward the center. That will give you enough space to loop both Entei and its flamethrower breath.

MISSION COMPLETE

Aria will meet you near the Save Machine and lead you back to Summerland to report to Cameron. When you make for the door of the Ranger Base, Professor Hastings will text-message you with an urgent summons. Use the Dragonite Bus to return to Fall City quickly.

MISSION 7

Investigate the Factory!

The Go-Rock Squad is mass-producing Prof. Hastings's Stylers at the Fall City Dusk Factory. Break in and put them out of business!

MISSION OVERVIEW

1. Circle the factory grounds
2. Go-Rock Grunt fight #1
3. See the Go-Rock Quads
4. Go-Rock Grunt fight #2
5. Go-Rock Grunt fight #3
6. Calm the raging Pinsir
7. Disable generator #1
8. Go-Rock Grunt fight #4
9. Take out the trash
10. Go-Rock Grunt fight #5
11. Go-Rock Grunt fight #6
12. Traverse the belt maze
13. Disable generator #2
14. Top-Rank Grunt fight
15. Disable generator #3
16. Defeat Garret's Scizor

CAPTURE CONDITIONS

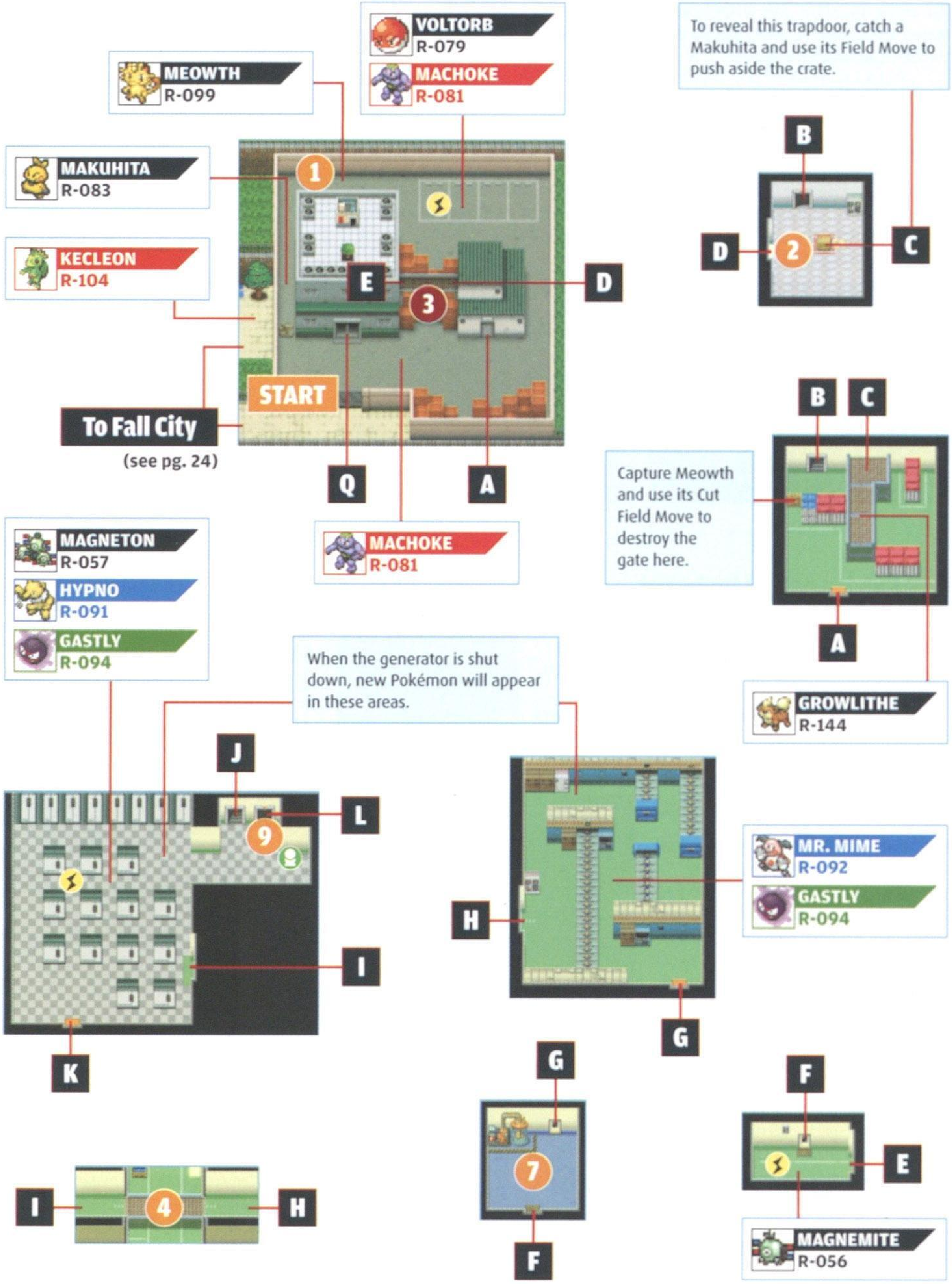
BLACK-LABELED POKéMON
Available from the start of the mission

BLUE-LABELED POKéMON
Disappears when lights are turned off

GREEN-LABELED POKéMON
Appears when lights are turned off

RED-LABELED POKéMON
Available after you beat the game

★
Disappears at the end of the mission

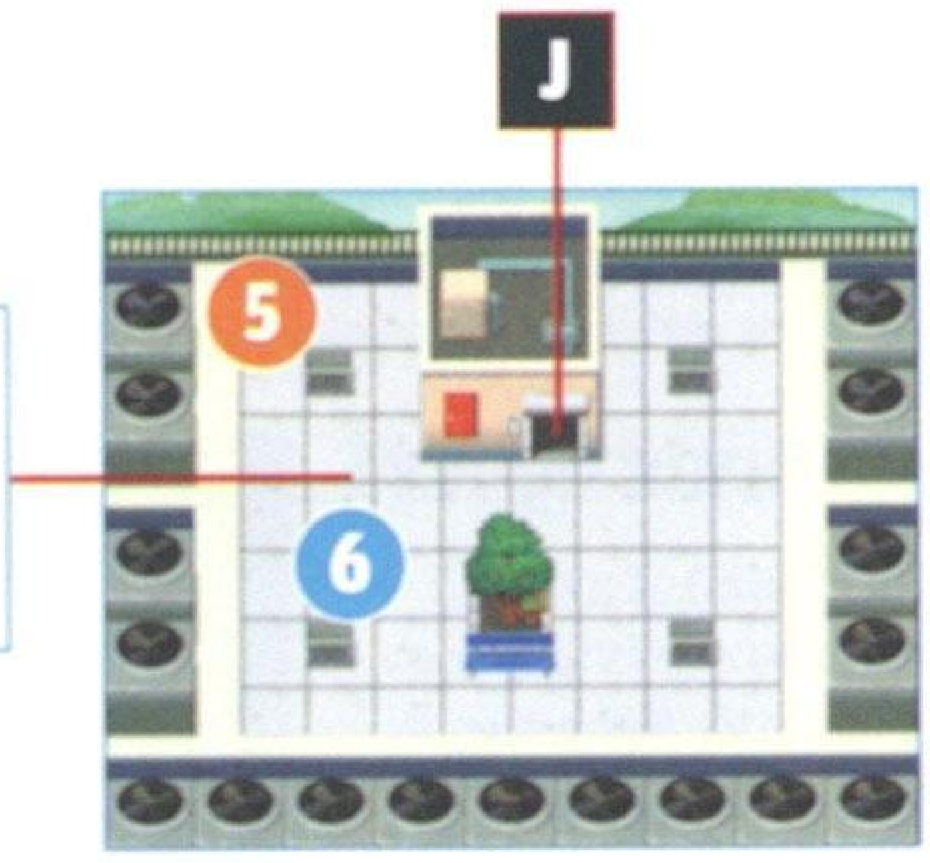


MEOWTH R-099
VOLTORB R-079
MACHOKE R-081
MAKUHITA R-083
KECLEON R-104
1
E
3
D
START
To Fall City
(see pg. 24)
Q
A
MACHOKE R-081
B
D
2
C
B
C
A
GROWLITHE R-144
MAGNETON R-057
HYPNO R-091
GASTLY R-094
J
L
9
I
K
H
G
MR. MIME R-092
GASTLY R-094
G
7
F
F
E
MAGNEMITE R-056
I
4
H

To reveal this trapdoor, catch a Makuhita and use its Field Move to push aside the crate.

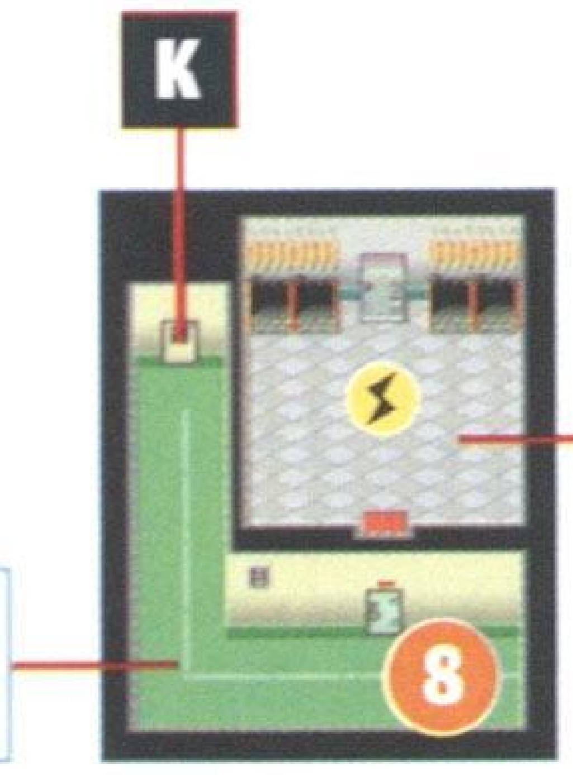
Capture Meowth and use its Cut Field Move to destroy the gate here.

When the generator is shut down, new Pokémon will appear in these areas.



PINSIR
R-093

WINGULL
R-122



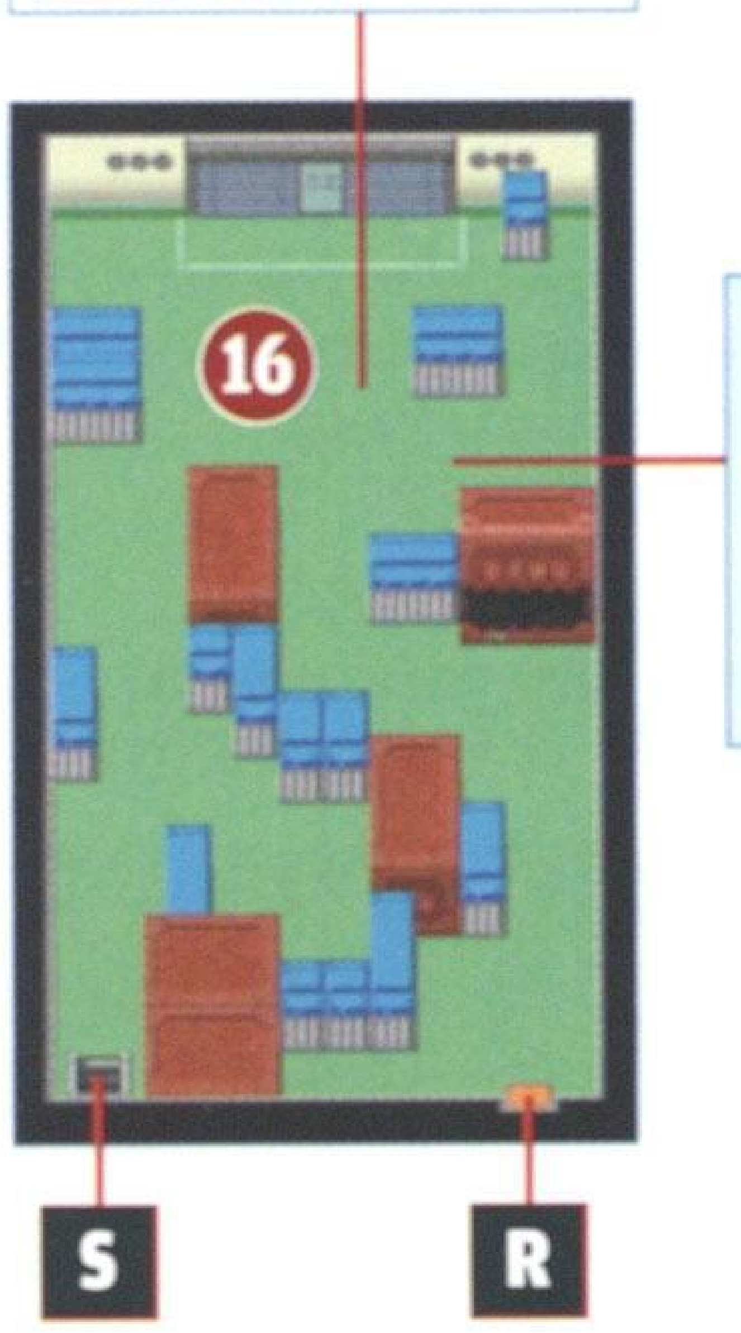
HOUNDOOM★
R-161

PICHU★
R-022

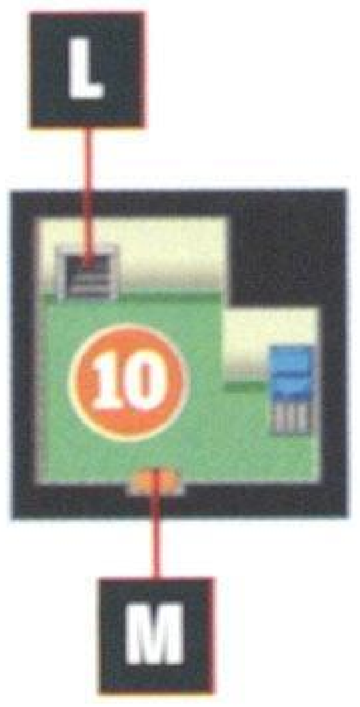
HYPNO
R-091

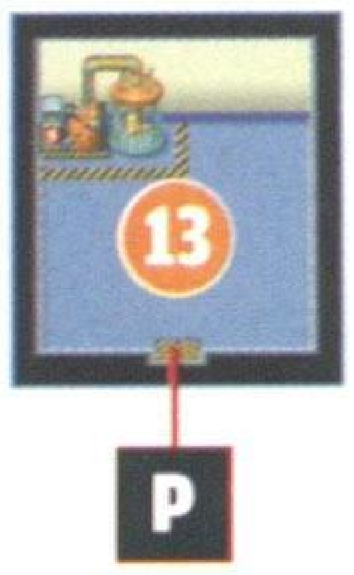
MACHOKE★
R-081

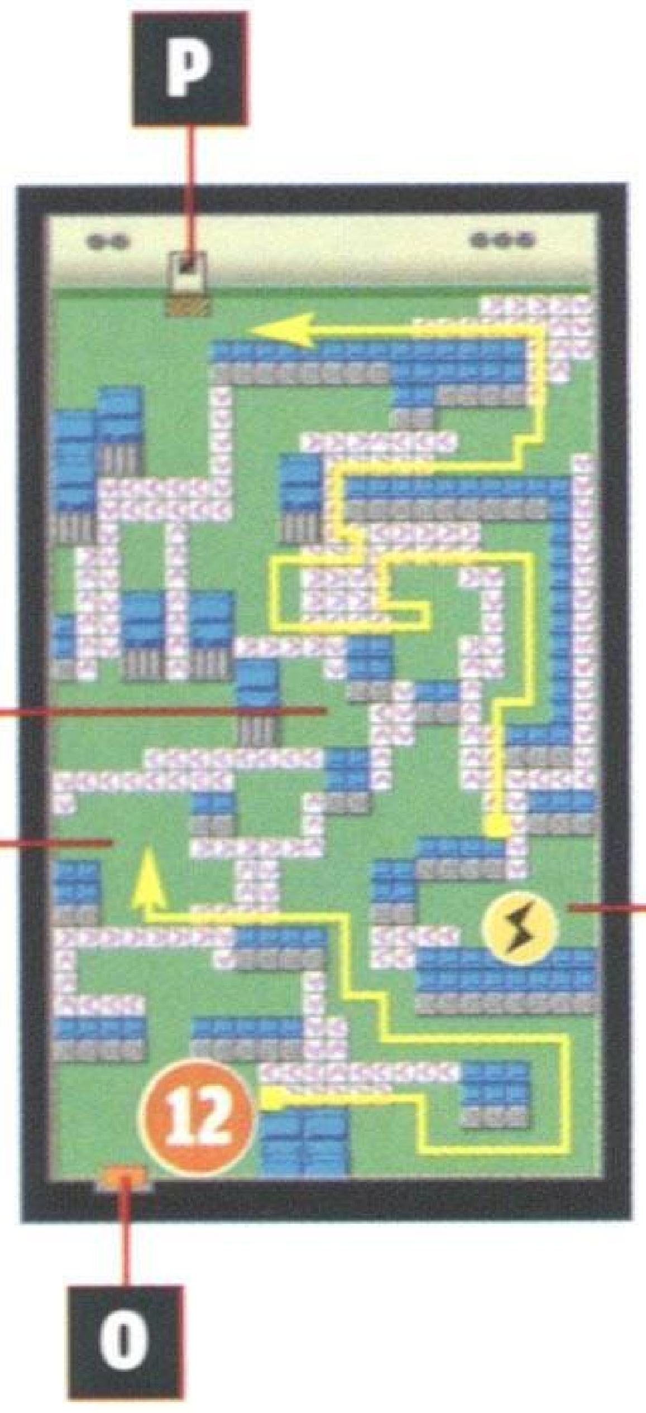
HAUNTER
R-095



When the generator is shut down, new Pokémon will appear in this area.



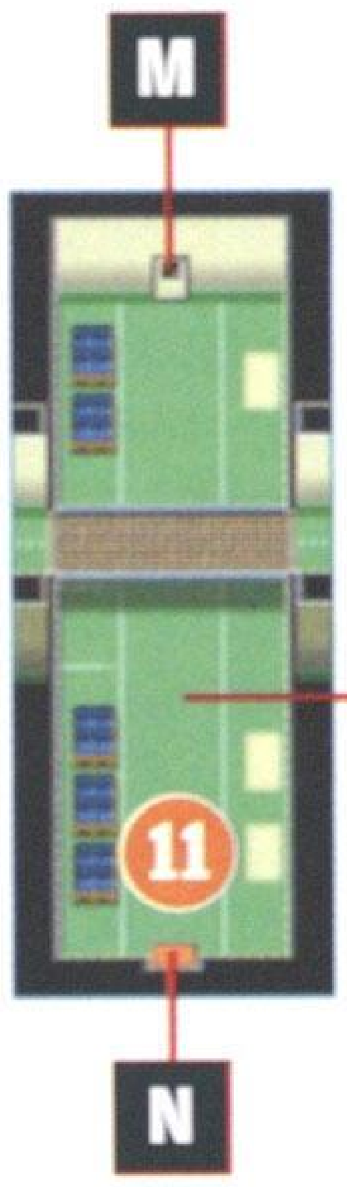




PORYGON
R-103

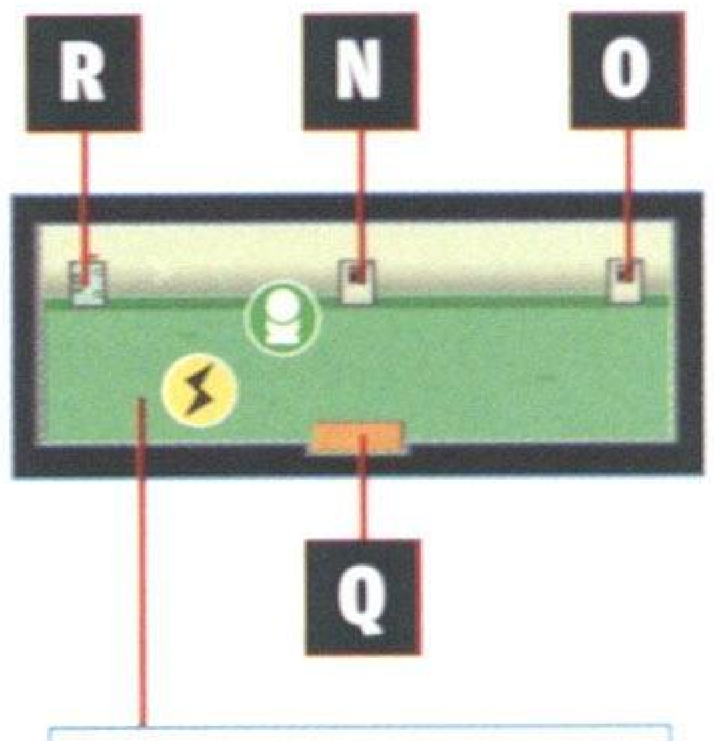
PINSIR★
R-093

MAGNETON
R-057



MR. MIME
R-092

MR. MIME
R-092

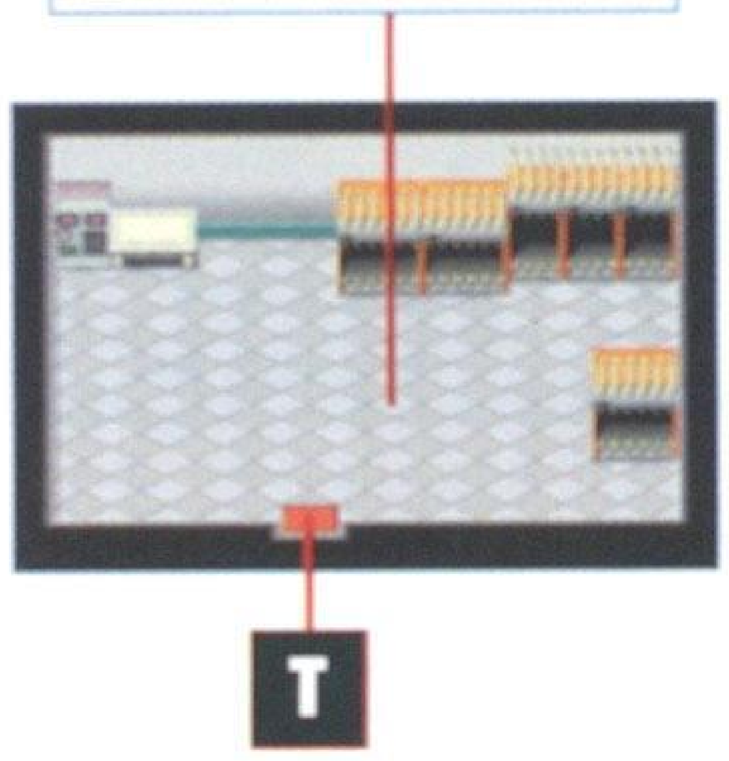


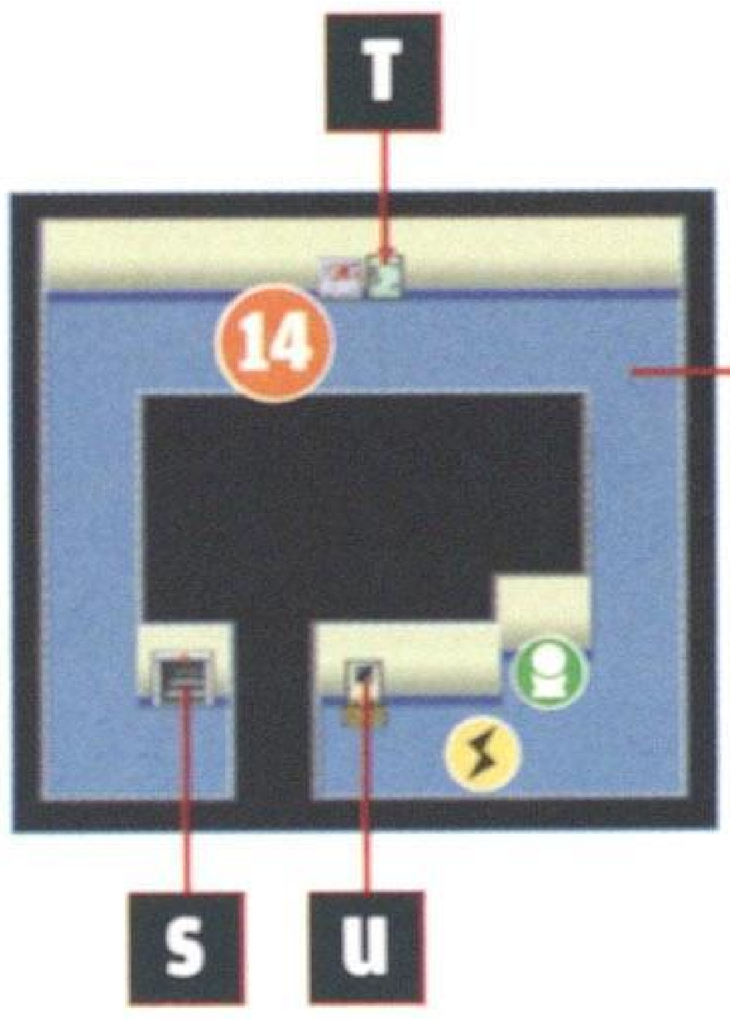
MAGNEMITE
R-056

MEOWTH★
R-099

SCYTHER★
R-043

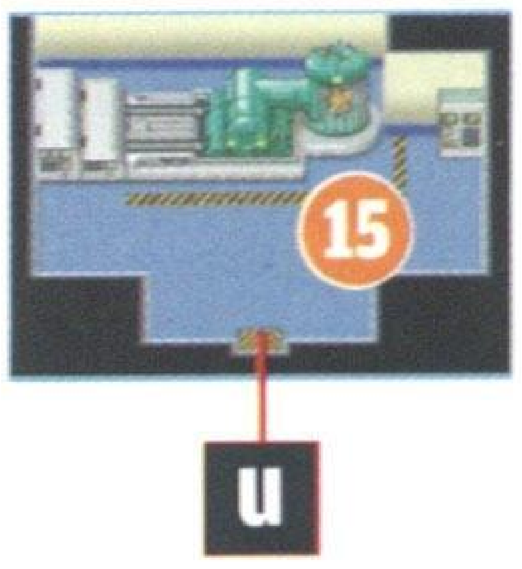
LUDICOLO★
R-134





MR. MIME
R-092

MAGNETON
R-057



1 Circle the factory grounds

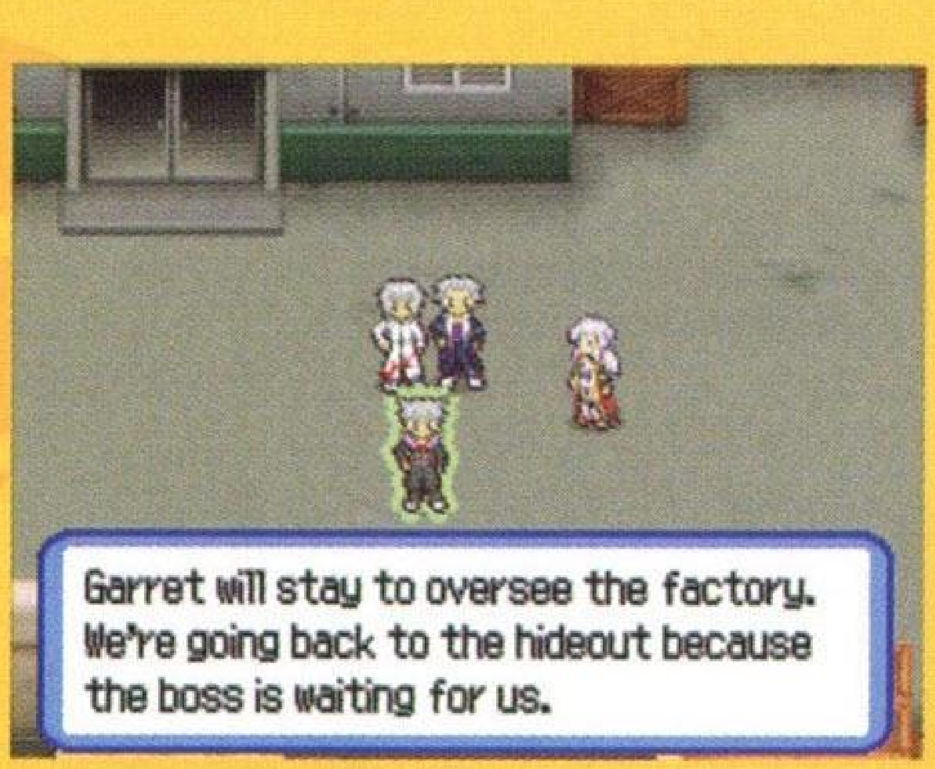
From the Ranger Base head south toward the fountain, then turn east to reach the Dusk Factory. Before you head inside, circle the factory grounds and capture a Meowth and a Makuhita. You'll need their Field Moves to catch the Growlithe below point 2.

2 Go-Rock Grunt fight #1

If you've battled the Voltorb behind the factory, you should have a good idea of their blast radius already. The Grunt's two Voltorb begin the battle next to each other, so start circling them right off the bat with loops that are wide enough to avoid the blasts.

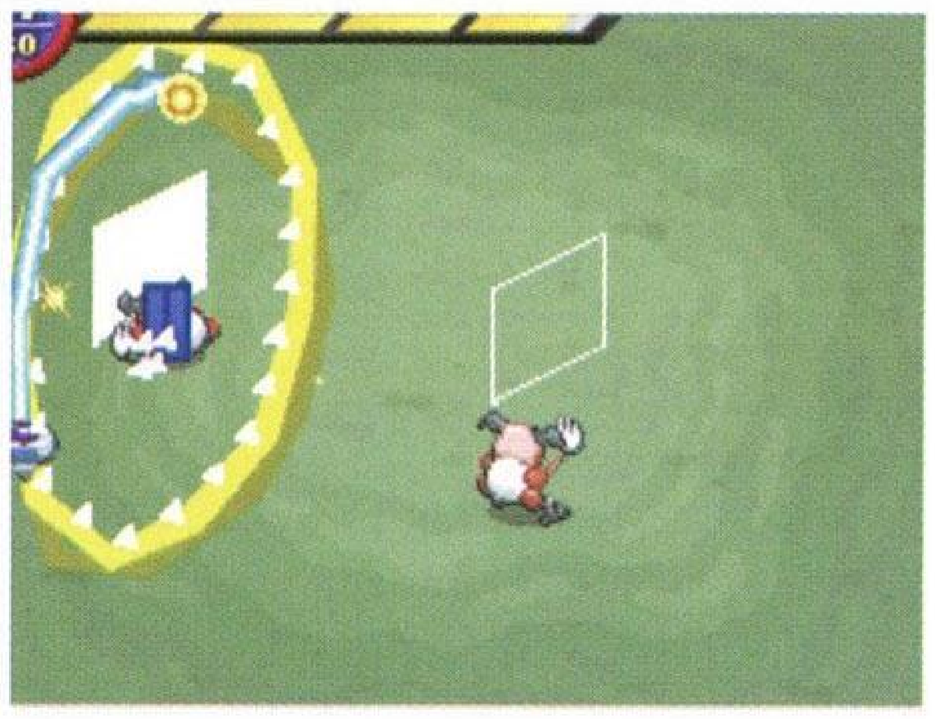
3 See the Go-Rock Quads

When you cross the bridge at point 3, the Go-Rock Quads will enter the factory grounds and put on their usual show. Garret will stay behind to watch the factory, but you're one step ahead of him already; find the factory's three power sources and shut them down with double-Cut Field Moves before he can catch up!



Garret will stay to oversee the factory. We're going back to the hideout because the boss is waiting for us.

4 Go-Rock Grunt fight #2



You'll need to make your way to point 6 to catch the first double-Cut Pokémon, but the Go-Rock Squad won't let you reach it easily. The first Grunt's Mr. Mime will fill the battlefield with invisible, Styler-damaging walls, but if you act quickly you can circle and capture the pair before they have a chance to set up too many traps.

5 Go-Rock Grunt fight #3

This Grunt isn't blocking your way, but he's so easy to beat that you might as well pick a fight. His Slakoth is much too slow to be a threat, so start circling it right off the bat. If it does get a hit in, it will do only one point of damage to your Styler.

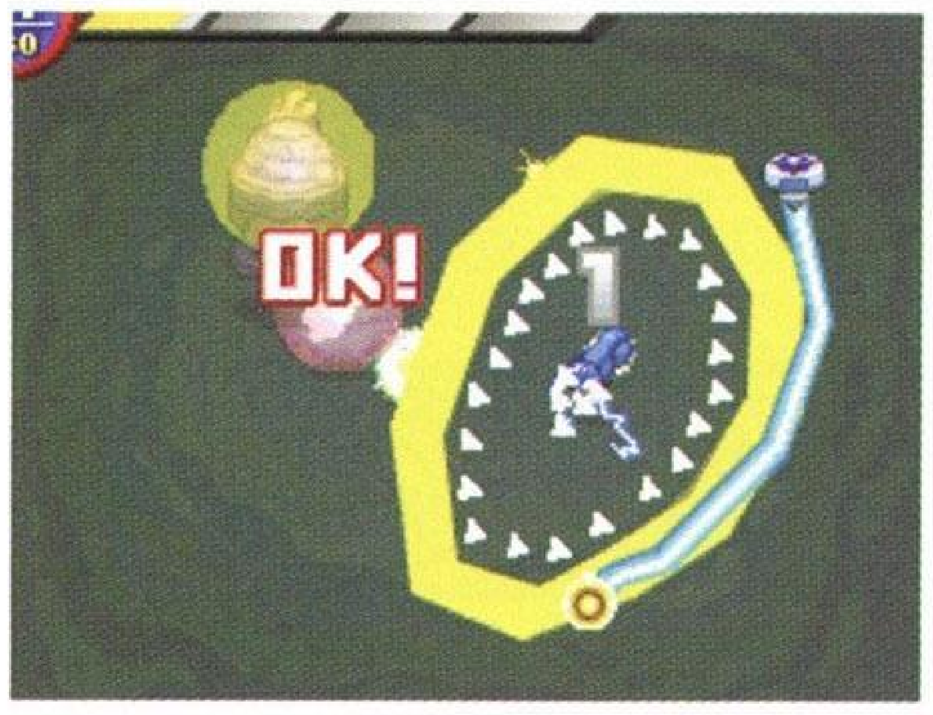
6 Calm the raging Pinsir

You'll need to catch this Pinsir to free Pikachu. During the battle, scribble in a distant corner to lure it into charging, then quickly circle it six times while it recovers from the missed strike.

7 Disable generator #1

Take Pinsir to point 7 and use its double-Cut Field Move to free Pikachu. This will damage the Dusk Factory's power source, putting you one step closer to foiling the Go-Rock Squad. However, the dimmed lights will also make several Gastly appear in the room to the north. Catch them if they cross your path, or they may steal your party members away!

8 Go-Rock Grunt fight #4

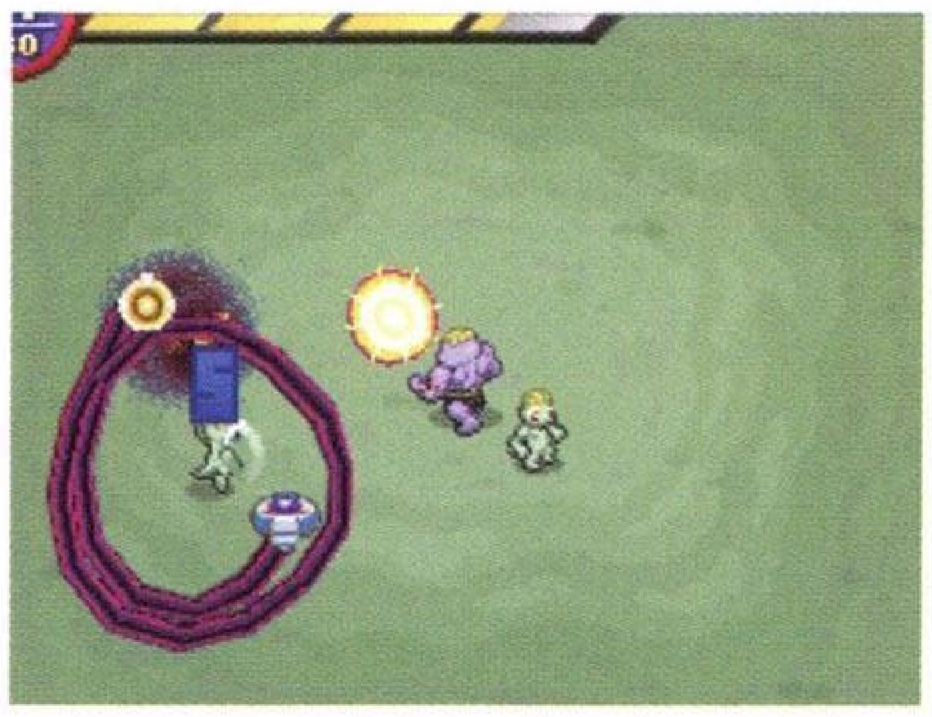


This Grunt's Pokémon make a potent team: the Bedlum move rapidly and Muk fills up the capture field with, well, muck. Use a Minun/Plusle Discharge Poké Assist to stun the pair and take the Bedlum out of the fight first. If you can't catch the Muk too, an assist from a Gastly or any Psychic-group Pokémon will give you a second chance.

9 Take out the trash

After beating the Grunt at point 8, you'll be ambushed by a Houndoom when you pass through the door. Capture it between fire blasts, and lead it to point 9. Its double-Burn Field Move can torch the garbage can and clear a path to the next generator.

10 Go-Rock Grunt fight #5



This Grunt has a Machoke and a pair of Machop. If you still have a Psychic-group Pokémon like Hypno or Mr. Mime in your party, use its Poké Assist for a good long stun. Failing that, use other Poké Assists to pick off the Machop so you can focus on staying ahead of Machoke's combo attacks.

11 Go-Rock Grunt fight #6

Rattata do very little damage, and take only one circle to catch. The problem is, this Grunt has eight of them. Wait for one to break away from the pack, and catch it in a single tight circle or try to catch them all with one quick circle. Eventually you'll get them all.

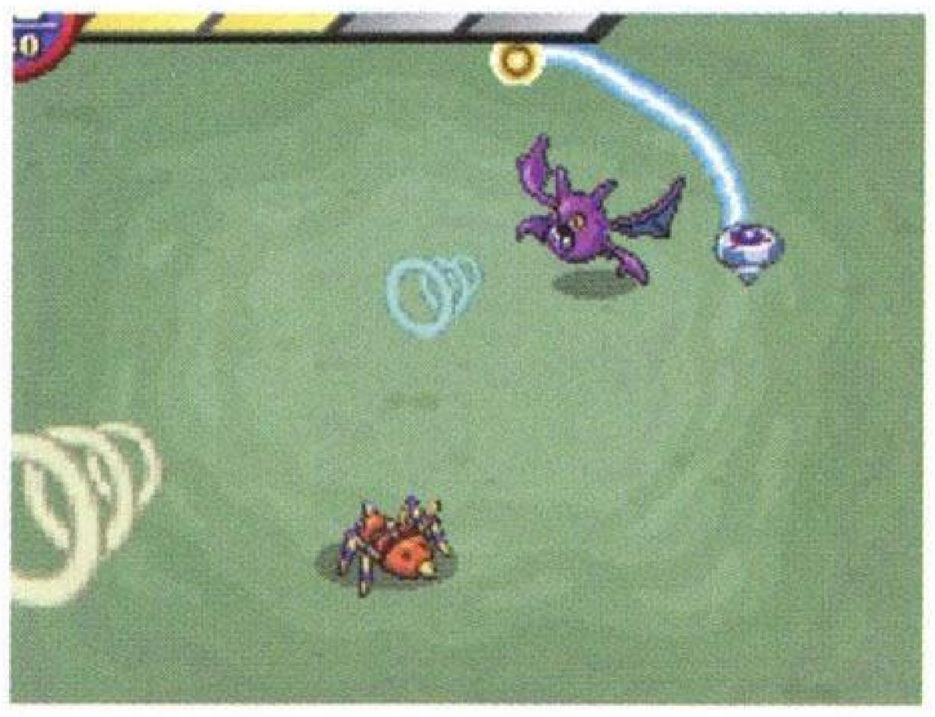
12 Traverse the belt maze

This room is riddled with one-way conveyor belts that will drag you in the direction of their arrows. Only one possible path through the belts will let you reach the Pinsir and the door to the generator room; the path is drawn in yellow on the map on page 45.

13 Disable generator #2

After disabling the second generator, return through the now-disabled conveyor-belt maze to the hallway with the Save Machine. Enter the door on the west side of the room.

14 Top-Rank Grunt fight

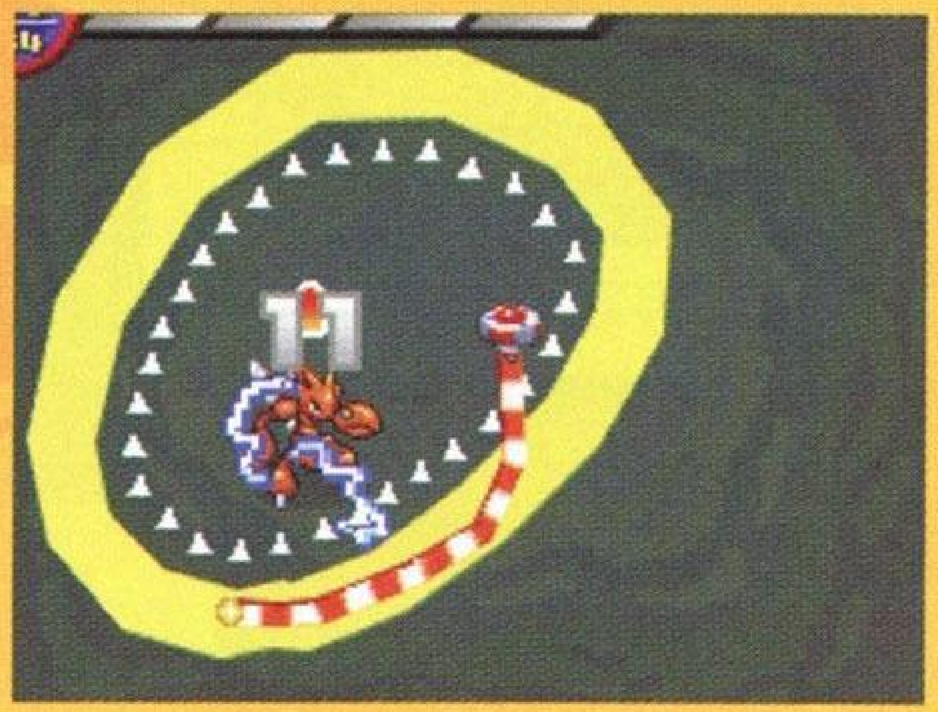


Recruit a Machoke before the battle at point 14, and use its double-power Poké Assist to take out one of the Grunt's Pokémon quickly. Without an assist, you'll need to be extremely patient; wait until Crobat begins a long series of sonic-wave attacks, and if Ariados isn't in the path of the waves, capture it while Crobat is occupied.

15 Disable generator #3

Enter the first door, where you'll find a Scyther who can slash the last generator. Time the start of this battle carefully so you can fight Scyther alone, free of interference from Meowth and Ludicolo. Lead your captive Scyther to the south and free that Pikachu!

16 Defeat Garret's Scizor



Garret of the Go-Rock Quads will attack with a Scizor as you attempt to flee the factory. Scizor's quick slashes hit for four points of damage, so always leave room in front of it as you draw your loops. Scizor will usually hop out of the loops, but the loops will charge your partner Pokémon, and its fully charged Discharge Poké Assist will stop Scizor cold.

MISSION COMPLETE

You'll return to the Fall City Ranger Base to find a promotion waiting, as well as some valuable intelligence about the Go-Rock Squad Base. Unfortunately, Dragonite can't take you to Wintown, so you'll need to find another route. Cameron in Summertown can help, but first you'll need to find the missing parts of the Aquamole.

SUB-MISSION C

Find the Aquamole Parts!

You need the Summerland Aquamole to reach Wintown, but first you'll have to find crucial parts that were lost in Olive Jungle.

MISSION OVERVIEW

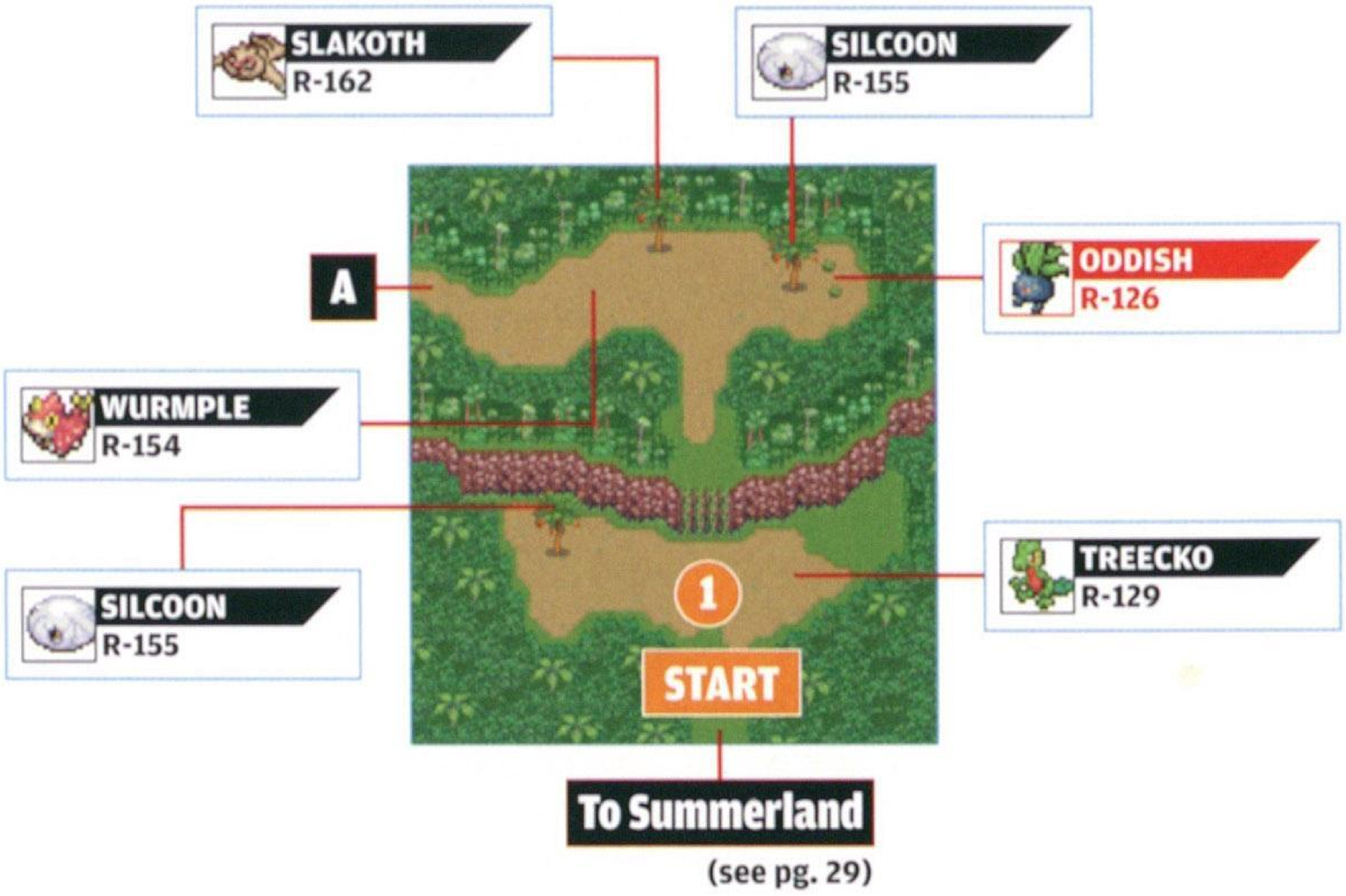
1. Steer clear of Bug-group Pokémon
2. Flee from aggressive Pokémon
3. Catch a rare Bayleef
4. Battle Gyarados and a pack of Magikarp

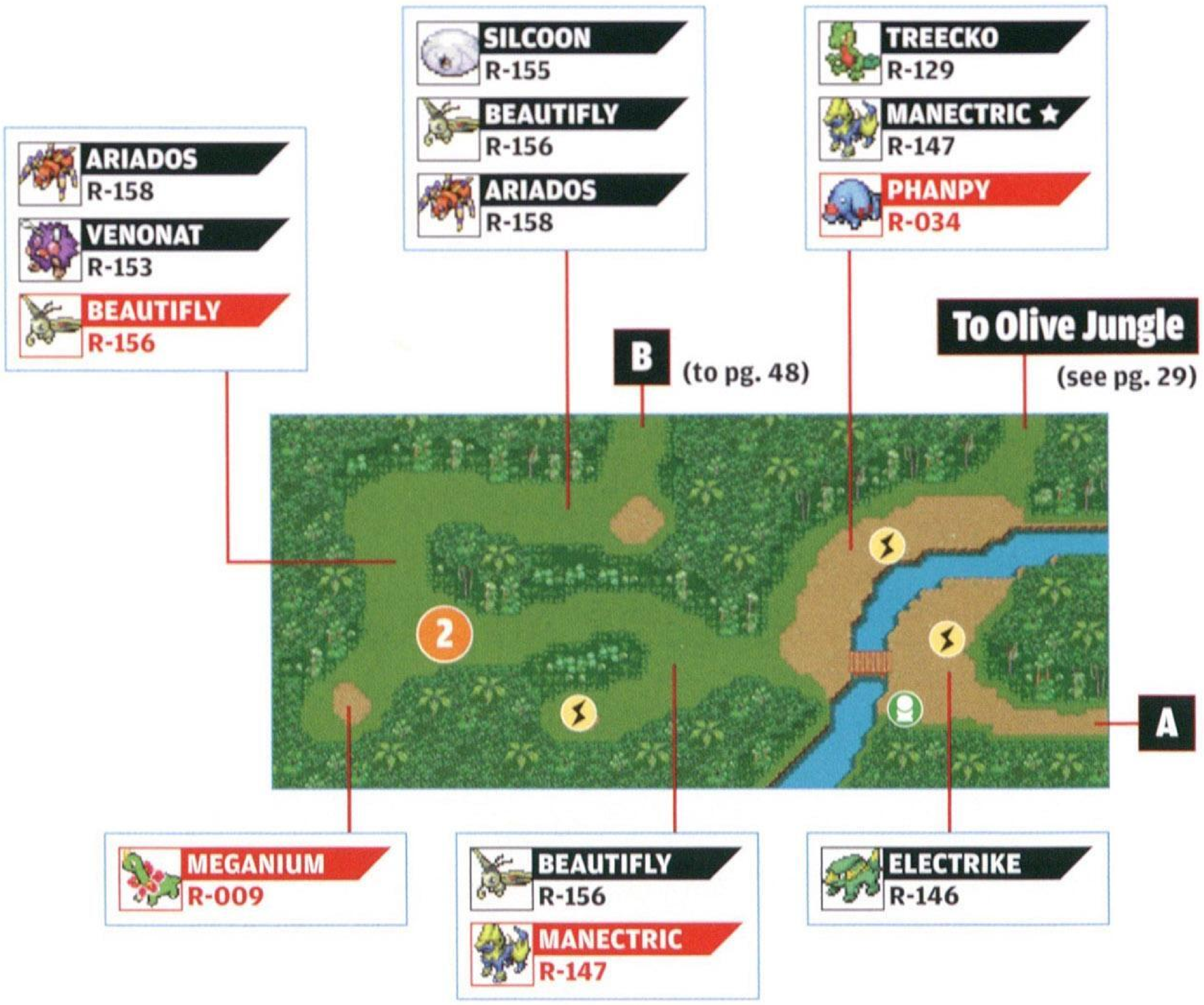
CAPTURE CONDITIONS

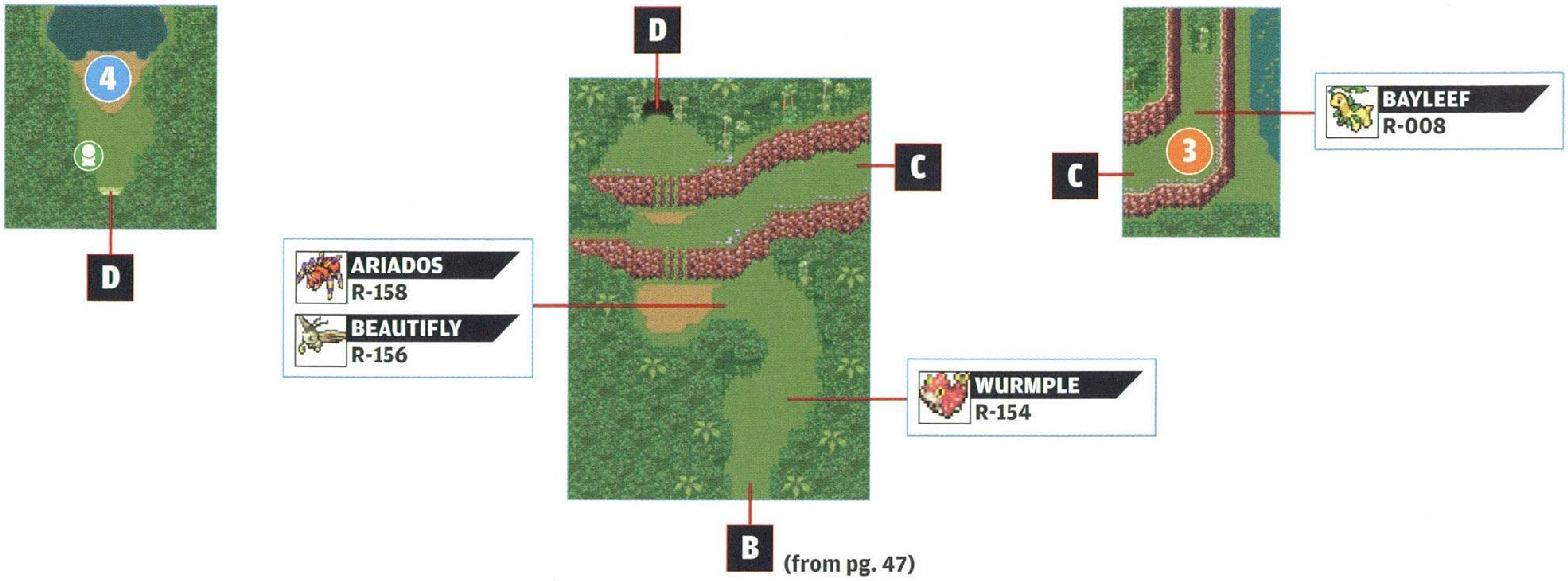
BLACK-LABELED POKéMON
Available from the start of the mission

RED-LABELED POKéMON
Available after you beat the game

★
Disappears at the end of the mission

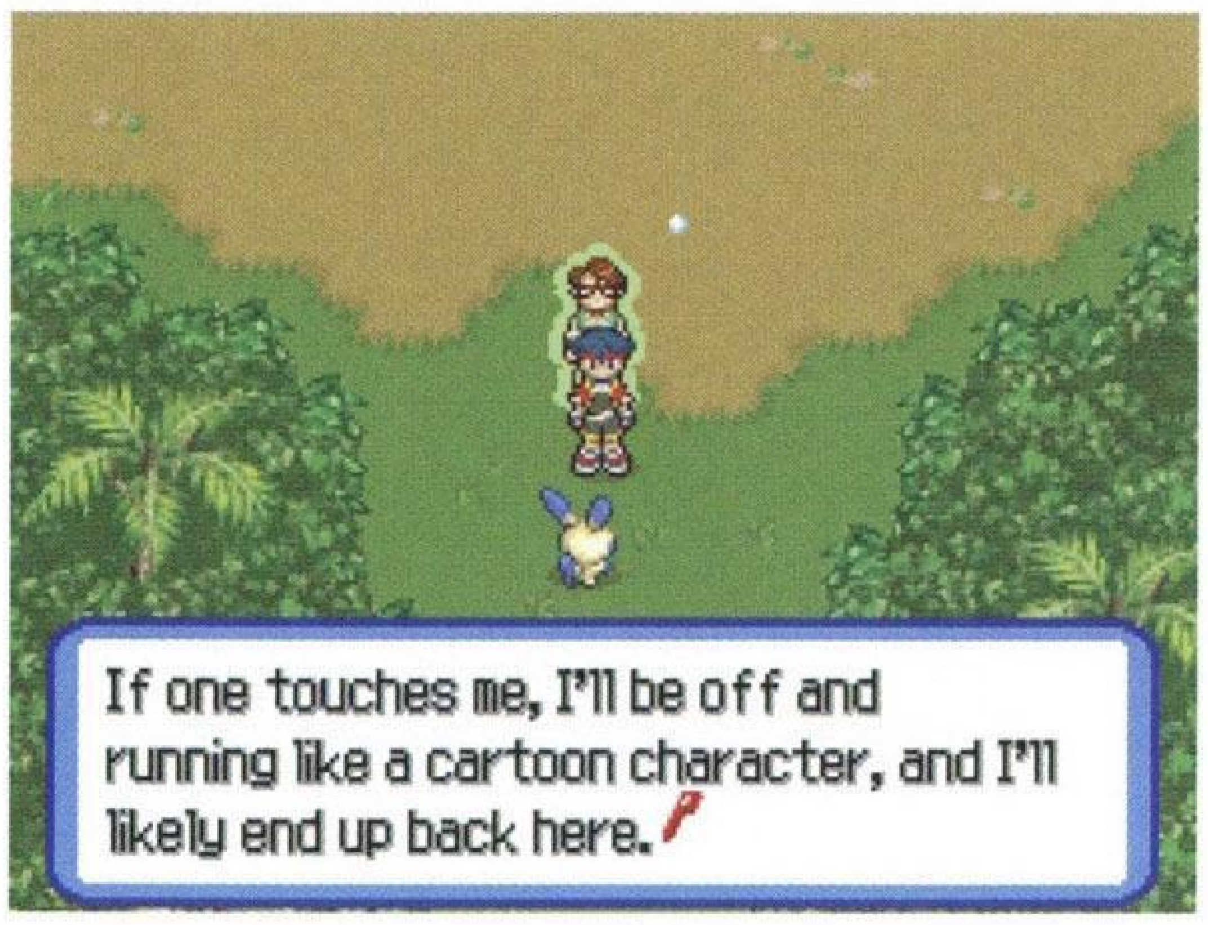

SLAKOTH
R-162
SILCOON
R-155
A
ODDISH
R-126
WURMPLE
R-154
SILCOON
R-155
TREECKO
R-129
1
START
To Summerland
(see pg. 29)


ARIADOS
R-158
VENONAT
R-153
BEAUTIFLY
R-156
SILCOON
R-155
BEAUTIFLY
R-156
ARIADOS
R-158
TREECKO
R-129
MANECTRIC ★
R-147
PHANPY
R-034
B
(to pg. 48)
To Olive Jungle
(see pg. 29)
2
A
MEGANIUM
R-009
BEAUTIFLY
R-156
MANECTRIC
R-147
ELECTRIKE
R-146



1 Steer clear of Bug-group Pokémon

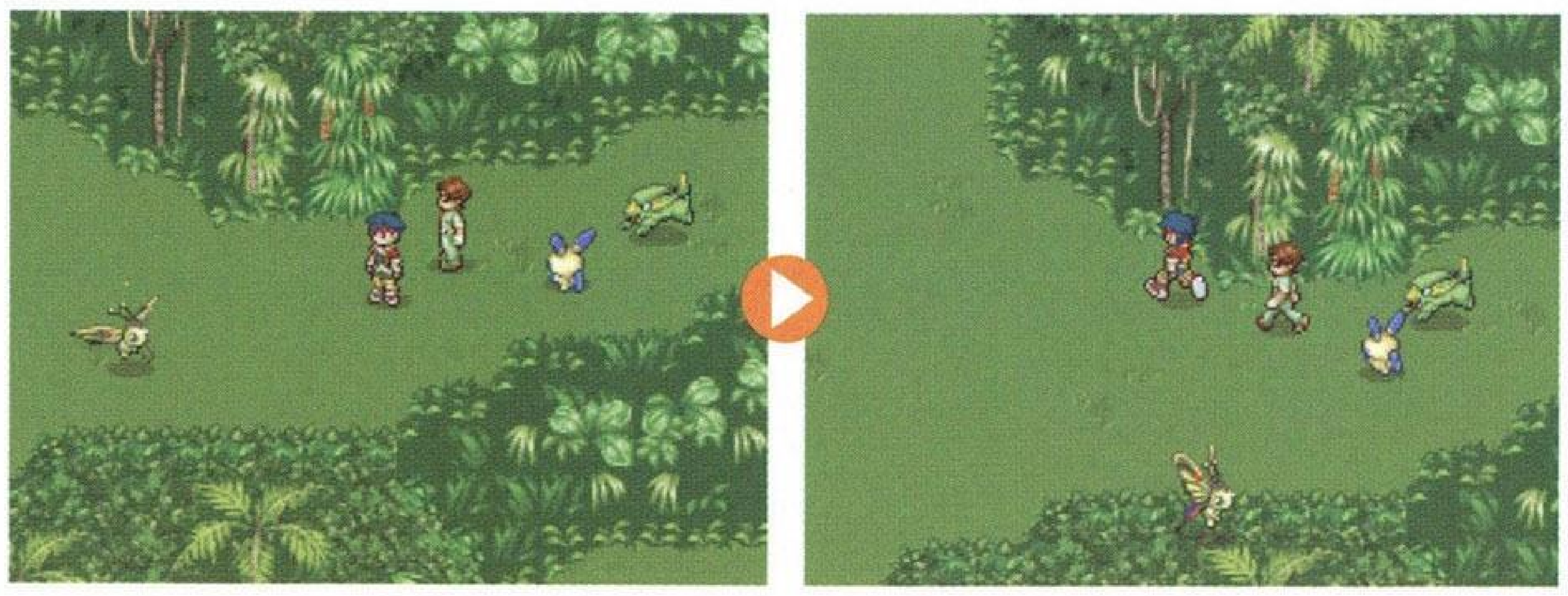
The Summerland mechanic will accompany you on your Olive Jungle foray, but he'll prove to be a major liability by fleeing back to the entrance whenever you encounter a Bug-group Pokémon. Despite what he says, nothing happens when *he* touches a Bug-group Pokémon; it's only when *you* touch one that he freaks out. Avoid them like the plague!



If one touches me, I'll be off and running like a cartoon character, and I'll likely end up back here.

2 Flee from aggressive Pokémon

The Wurmple in the first part of the jungle aren't much of a threat, but the Bug-group Pokémon become much more aggressive around point 2. Ariados and Venonat will charge at you, so retreat if you see them coming, and don't resume your journey until they've paused for a breather. Beautifly aren't aggressive, but they can fly through the trees, so don't let them surprise you.

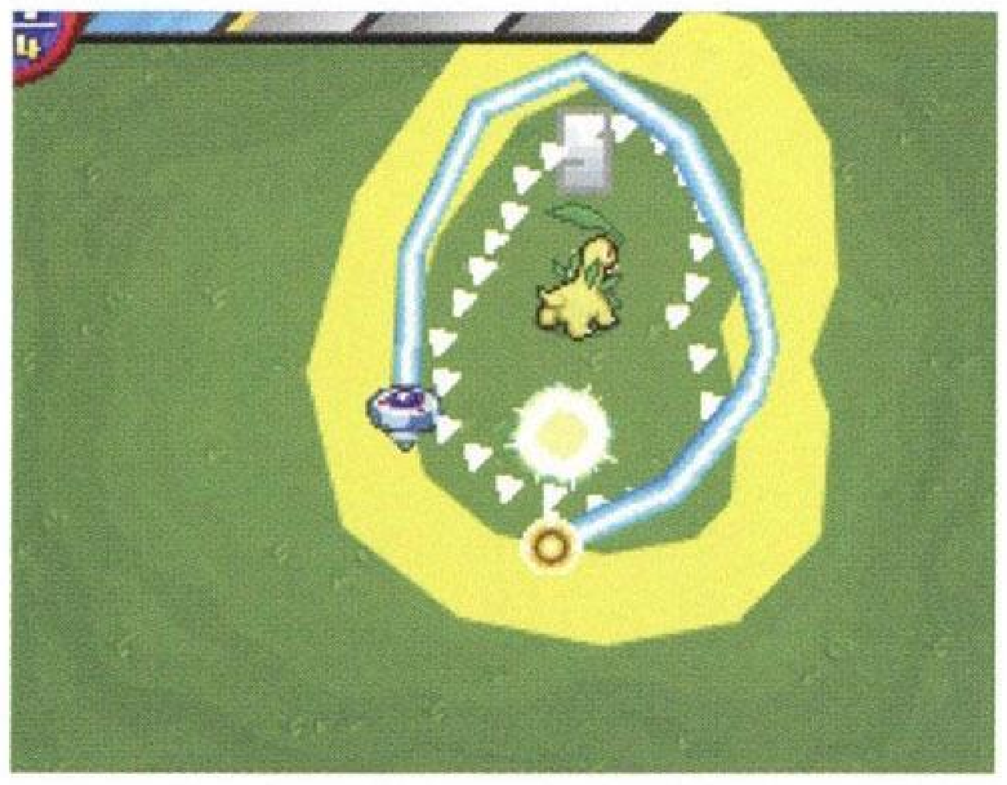


Mechanic: ...Huh?
B-b-b-bug!
Aiyaaaah! I'm out of here!

If there's a Bug-group Pokémon you want to capture, ignore it for now. The mechanic will flee and drag you back to the start of the jungle as soon as you even touch one, so there will be no Bug-group battles on this Olive Jungle journey!

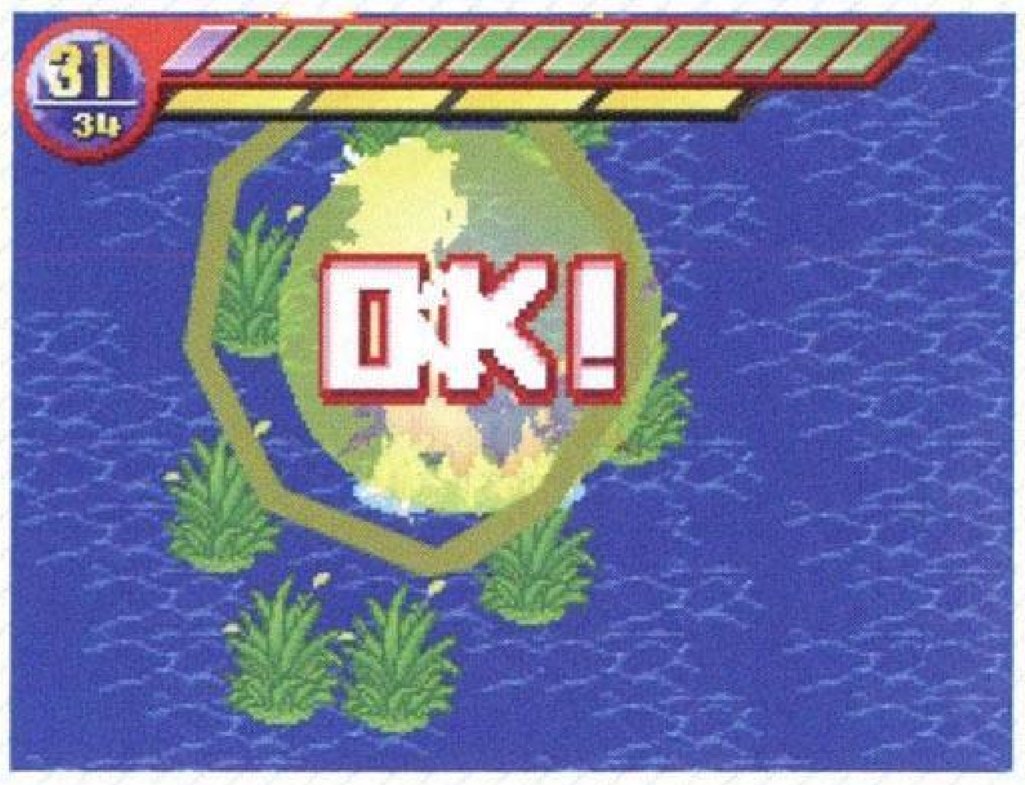
3 Catch a rare Bayleef

After you climb the first vine, you can head to the east (a Bug-group-free path) to find a rare Bayleef whose Poké Assist may be useful soon. To catch it, wait until Bayleef throws its last boomerang like attack (on the last throw it will resume moving before the projectile returns). Circle Bayleef a few times, then move your Capture Disc to a corner without lifting the stylus. Wait out the next attack, then resume looping.



4 Battle Gyarados and a pack of Magikarp

You'll discover the missing parts at point 4, but not before the mechanic accidentally incurs the wrath of the Pokémon that live in the lake. Pick off the Magikarp first (Minun and Plusle can help with this part), then draw scribbles to lure Gyarados into attacking. Use a Grass Poké Assist if you have Bayleef, then start looping for the win.



MISSION COMPLETE

Meet Cameron back at the Ranger Base; he will officially assign your next mission. Leave the base to rejoin the mechanic, then follow him down to Summerland's central pier. The Aquamole will take you through an undersea trench to emerge in Panula Lake, south of an icy tunnel to Wintown.

MISSION 8

Aquamole to the North!

You'll emerge from the Aquamole to find a long and icy road through Panula Cave, and signs of recent Go-Rock Squad mischief.

MISSION OVERVIEW

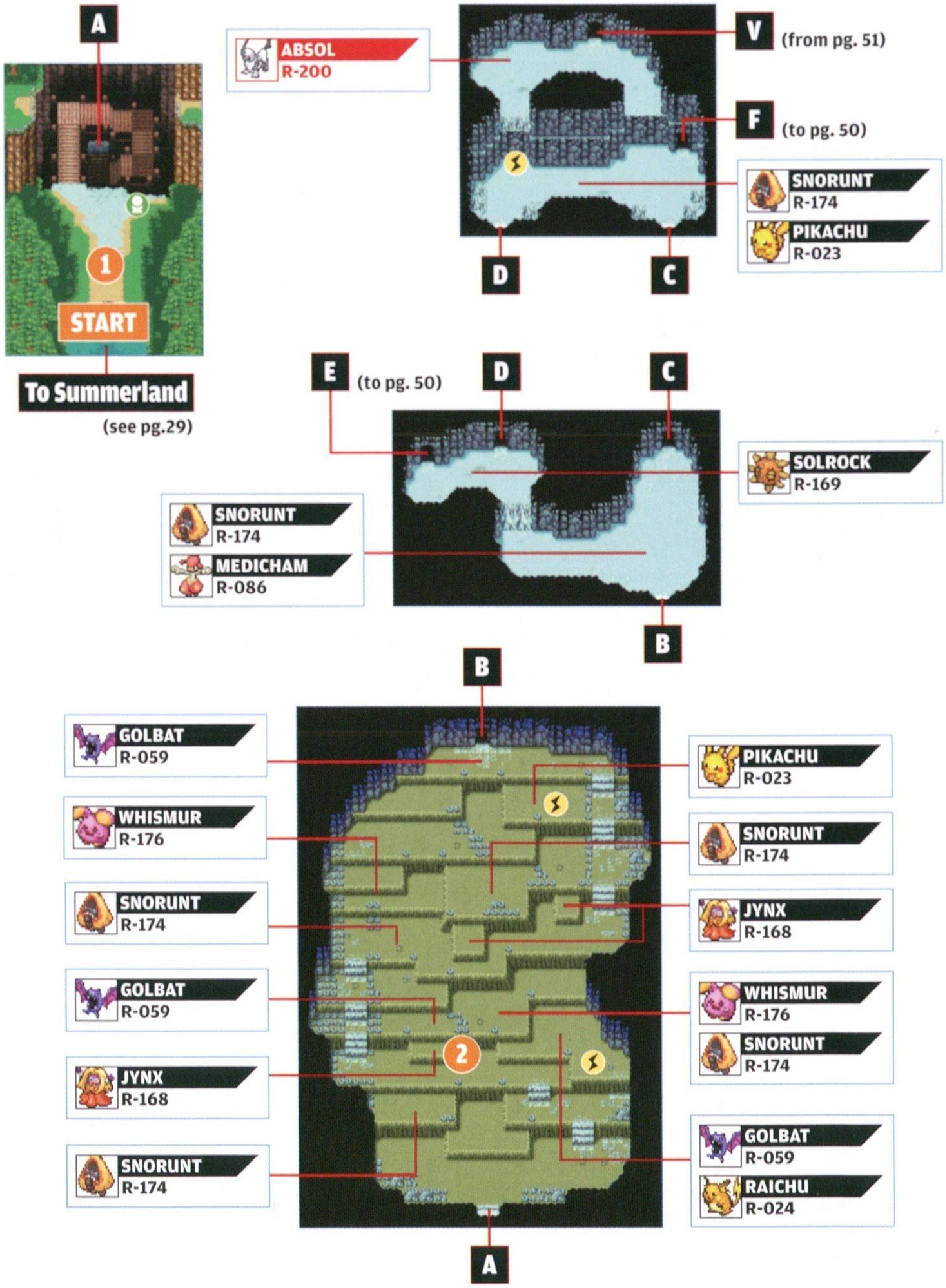
1. Meet up with Chris
2. Dodge Jynx's kisses
3. Catch Water-group Pokémon
4. Soak the Steelix
5. Meet Elita and the Piloswine herd
6. Drop through the ice hole
7. Streak down the ice slide
8. Bring the Swinub home
9. Prepare for the battle ahead
10. Calm the raging Steelix

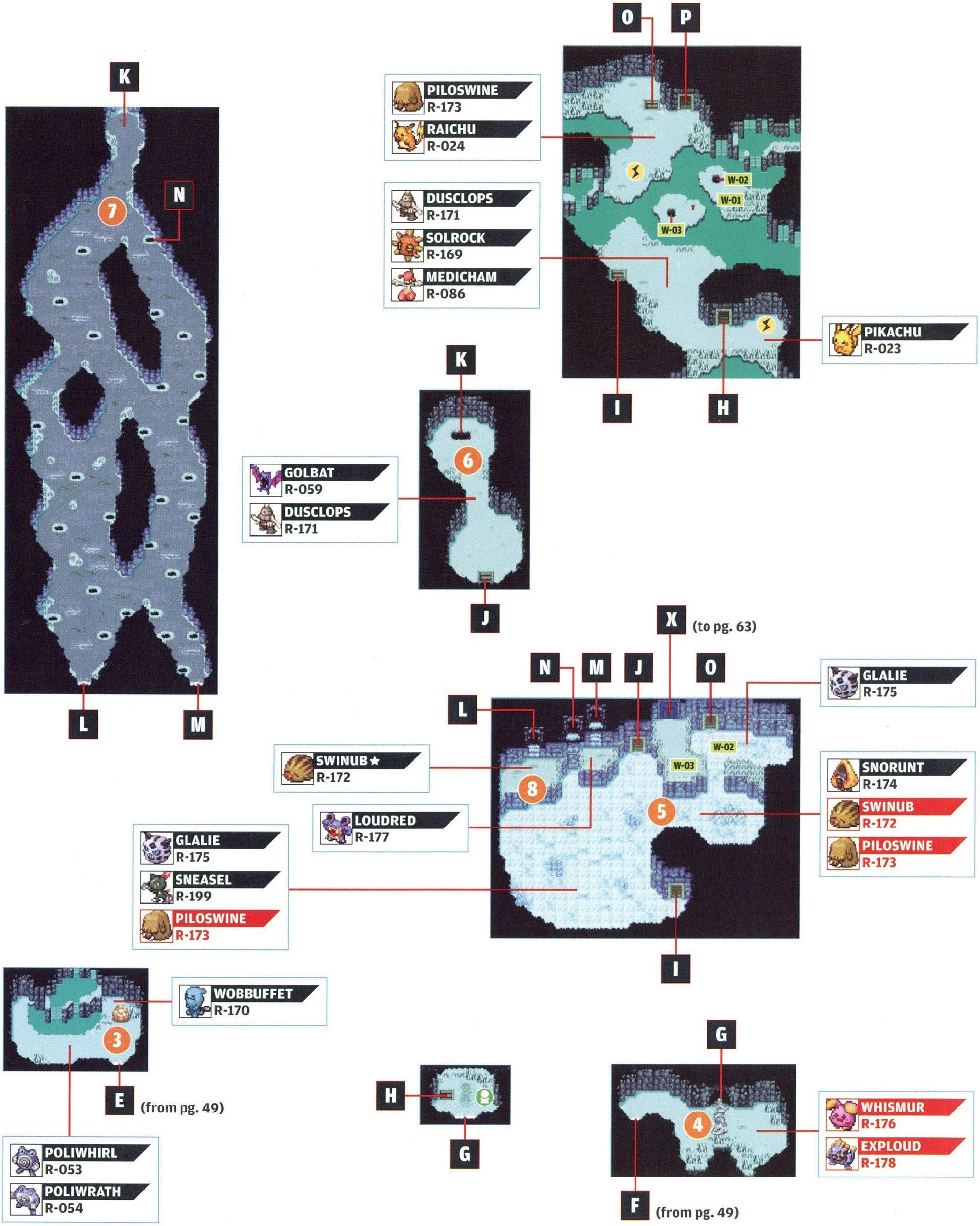
CAPTURE CONDITIONS

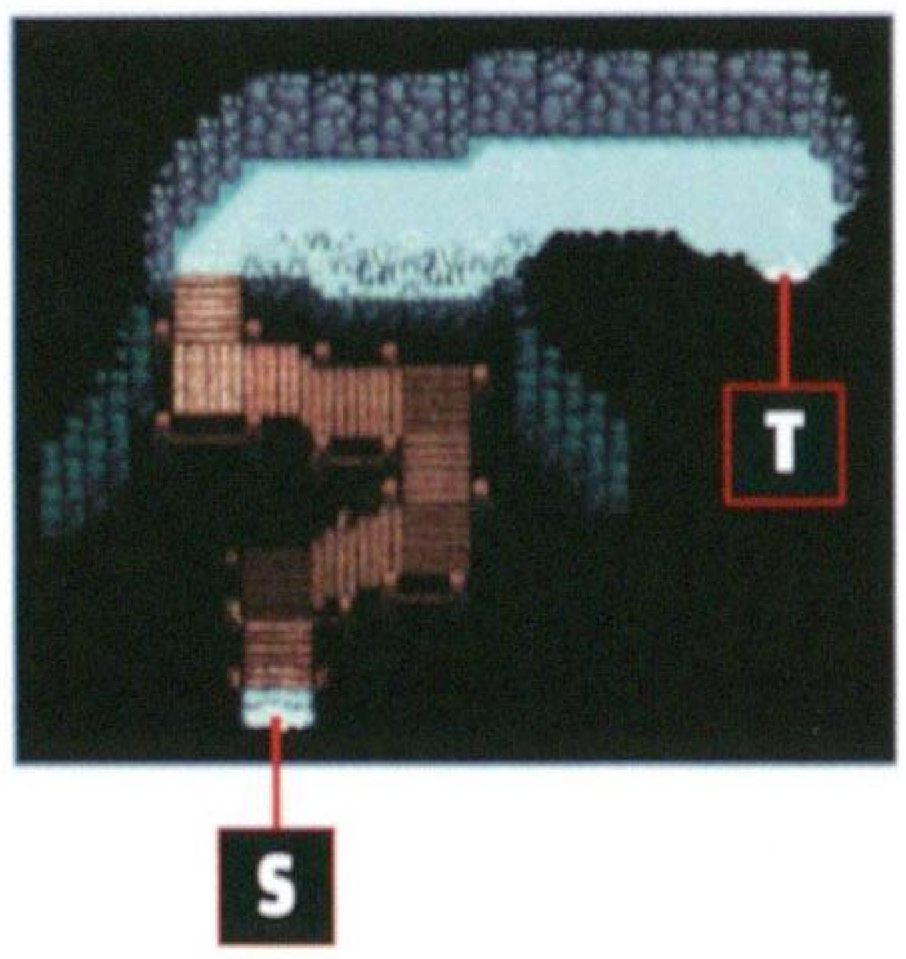
BLACK-LABELED POKéMON
Available from the start of the mission

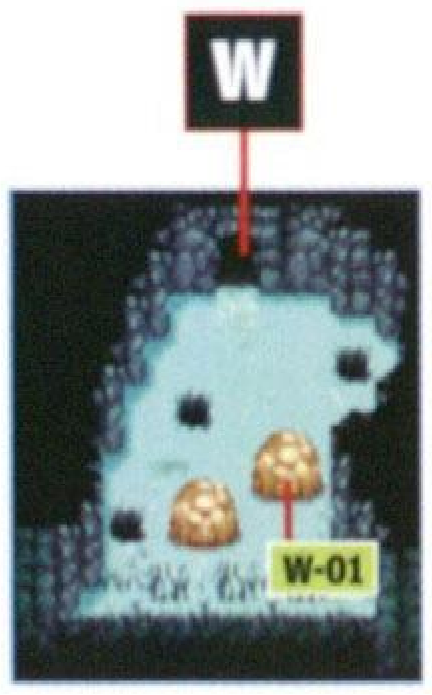
RED-LABELED POKéMON
Available after you beat the game

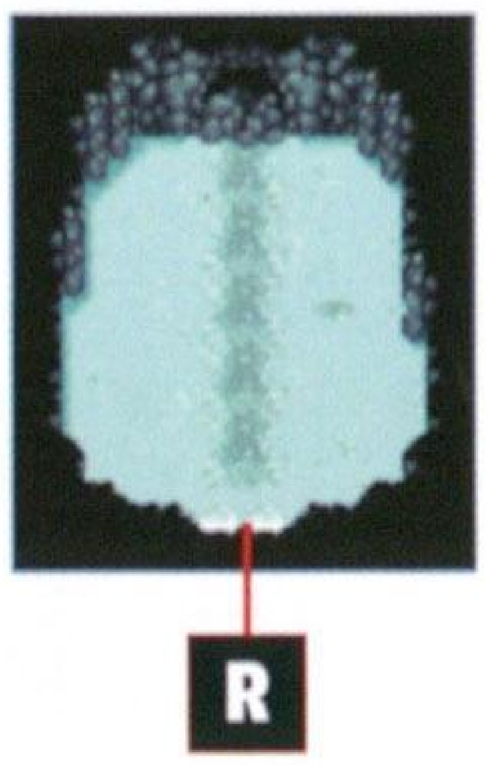
★
Disappears at the end of the mission


A
1
START
To Summerland
(see pg.29)
ABSOL R-200
V (from pg. 51)
F (to pg. 50)
SNORUNT R-174
PIKACHU R-023
D
C
E (to pg. 50)
D
C
SOLROCK R-169
SNORUNT R-174
MEDICHAM R-086
B
B
GOLBAT R-059
WHISMUR R-176
SNORUNT R-174
GOLBAT R-059
JYNX R-168
SNORUNT R-174
PIKACHU R-023
SNORUNT R-174
JYNX R-168
WHISMUR R-176
SNORUNT R-174
GOLBAT R-059
RAICHU R-024
2
A

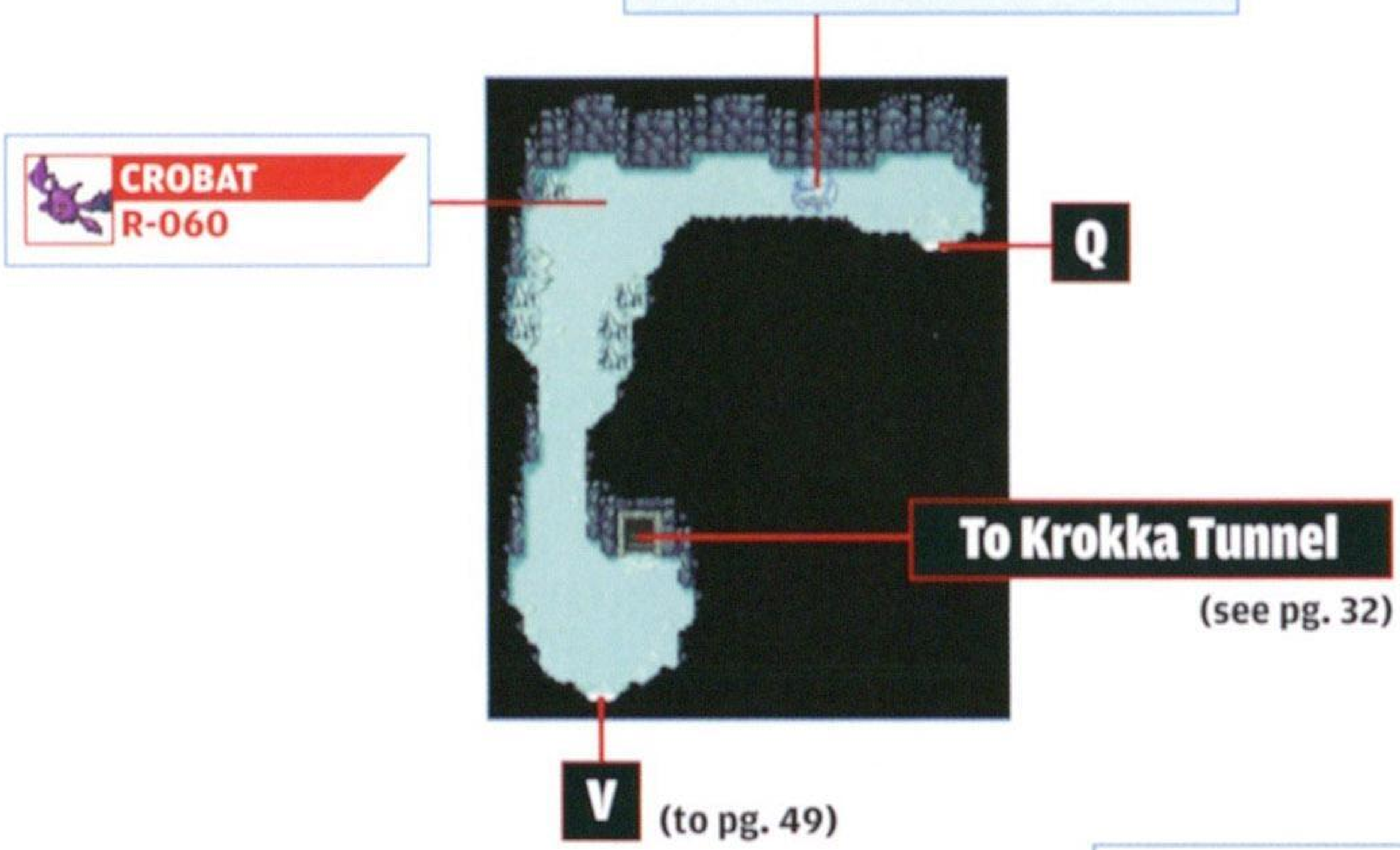

K
N
7
L
M
O
P
PILOSWINE
R-173
RAICHU
R-024
DUSCLOPS
R-171
SOLROCK
R-169
MEDICHAM
R-086
W-02
W-01
W-03
PIKACHU
R-023
I
H
K
6
GOLBAT
R-059
DUSCLOPS
R-171
J
X
(to pg. 63)
N
M
J
O
L
GLALIE
R-175
W-02
W-03
SWINUB★
R-172
8
5
LOUDRED
R-177
SNORUNT
R-174
SWINUB
R-172
PILOSWINE
R-173
GLALIE
R-175
SNEASEL
R-199
PILOSWINE
R-173
I
3
WOBBUFFET
R-170
E
(from pg. 49)
POLIWHIRL
R-053
POLIWRATH
R-054
H
G
G
4
WHISMUR
R-176
EXPLOUD
R-178
F
(from pg. 49)

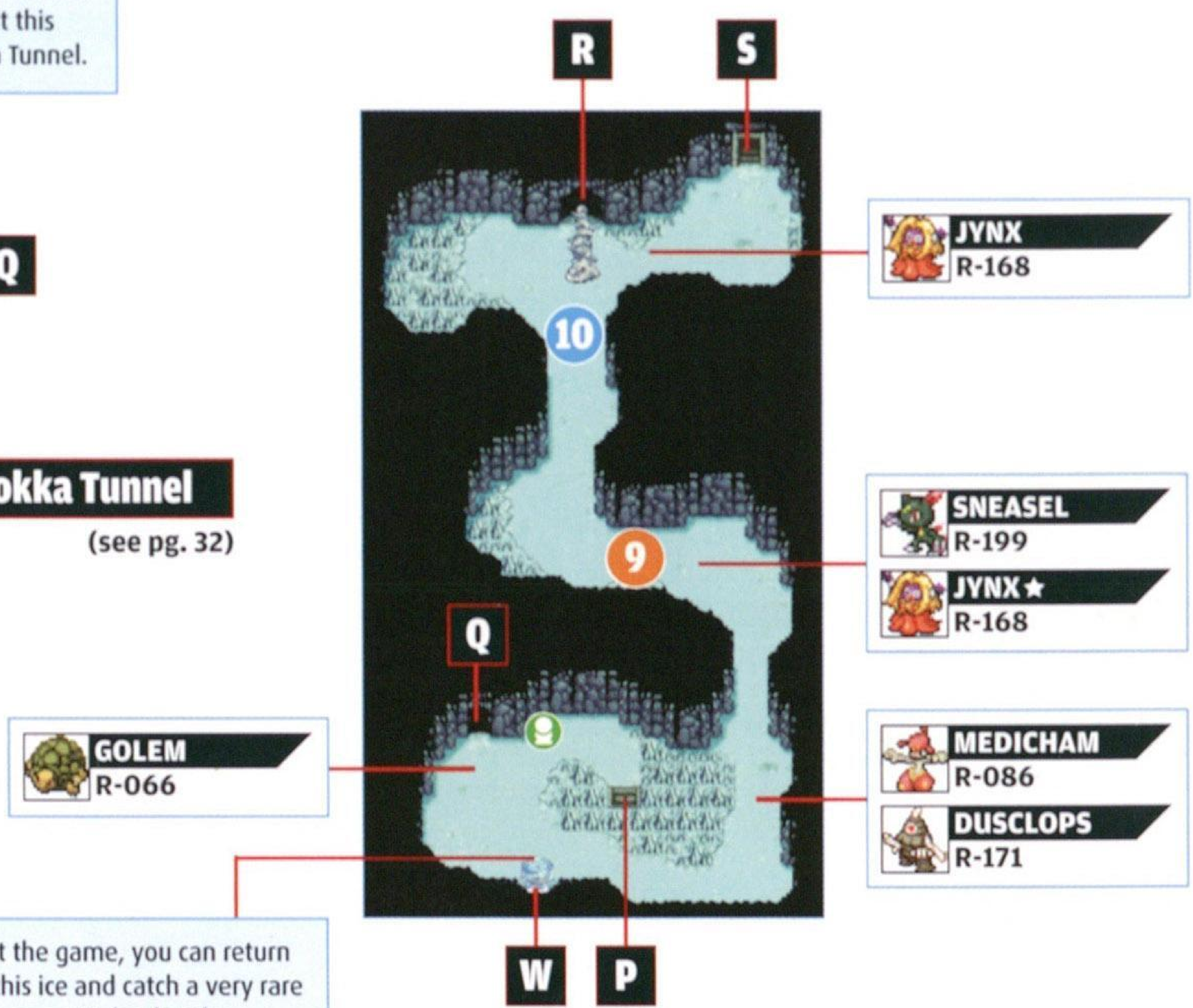




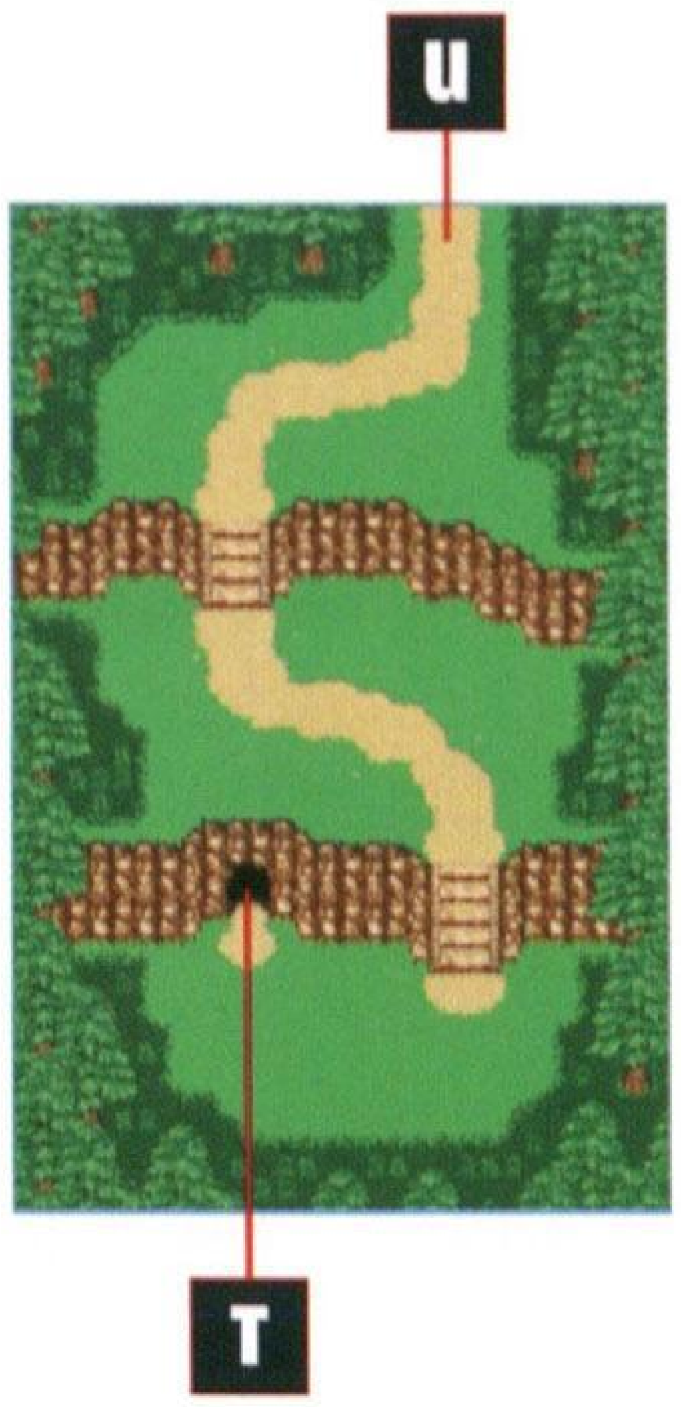


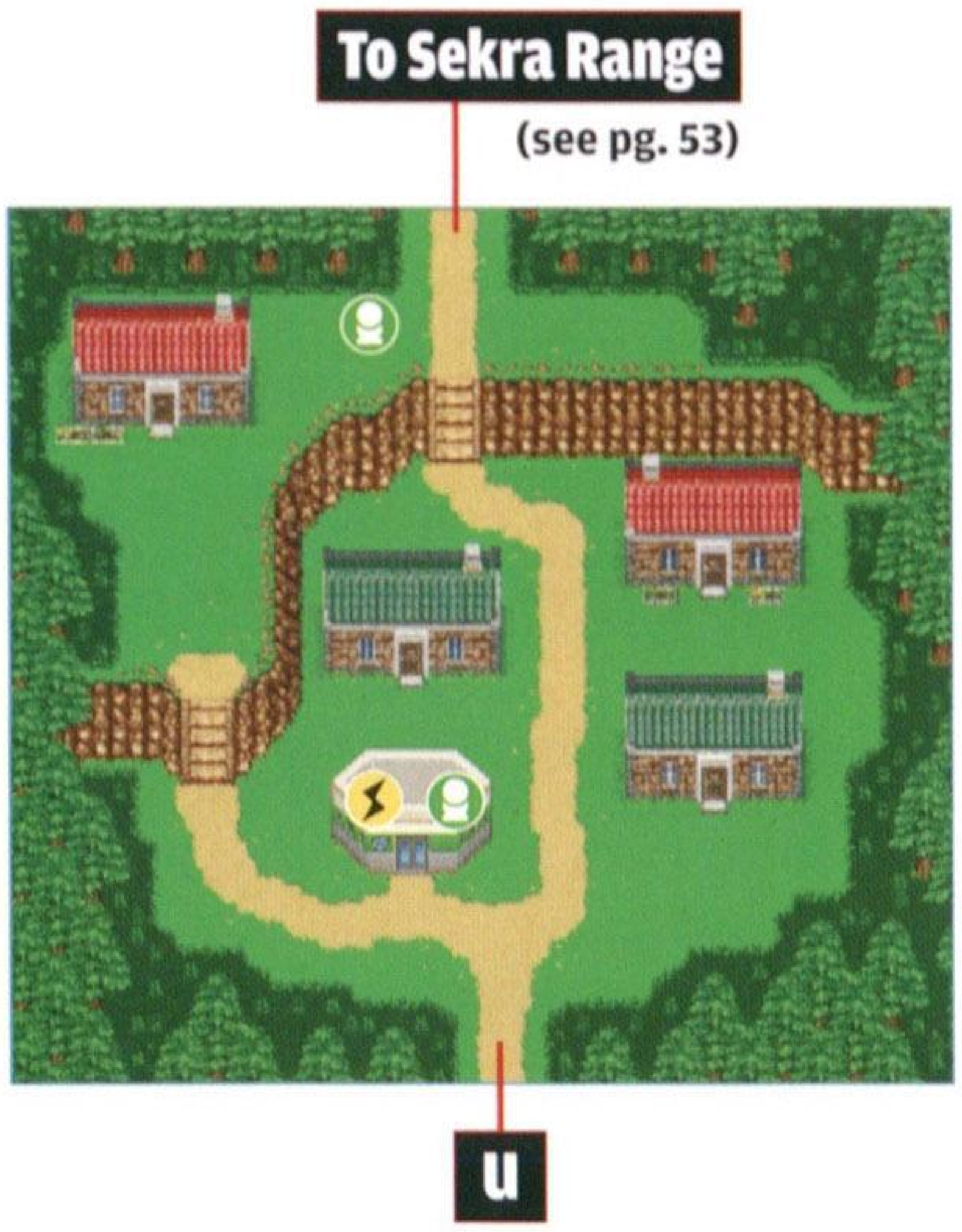
After you beat the game, you can return here with a Pokémon with the triple-Burn Field Move to melt this ice and clear a path to Krokka Tunnel.


CROBAT
R-060
Q
To Krokka Tunnel
(see pg. 32)
V
(to pg. 49)


R
S
JYNX
R-168
10
SNEASEL
R-199
9
JYNX★
R-168
Q
GOLEM
R-066
MEDICHAM
R-086
DUSCLOPS
R-171
W
P

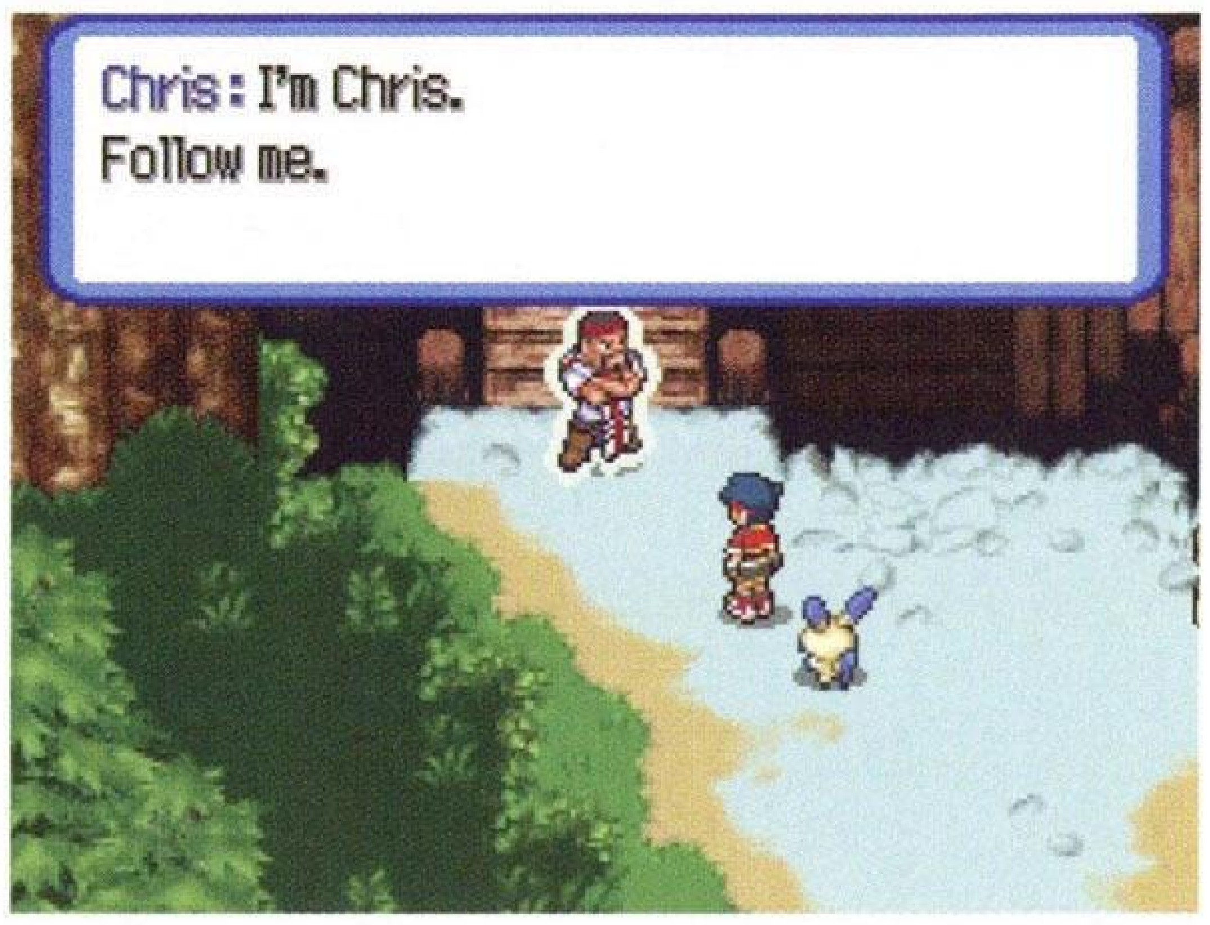
After you beat the game, you can return here to melt this ice and catch a very rare Pokémon. See page 63 for details.




To Sekra Range
(see pg. 53)
U

1 Meet Up With Chris

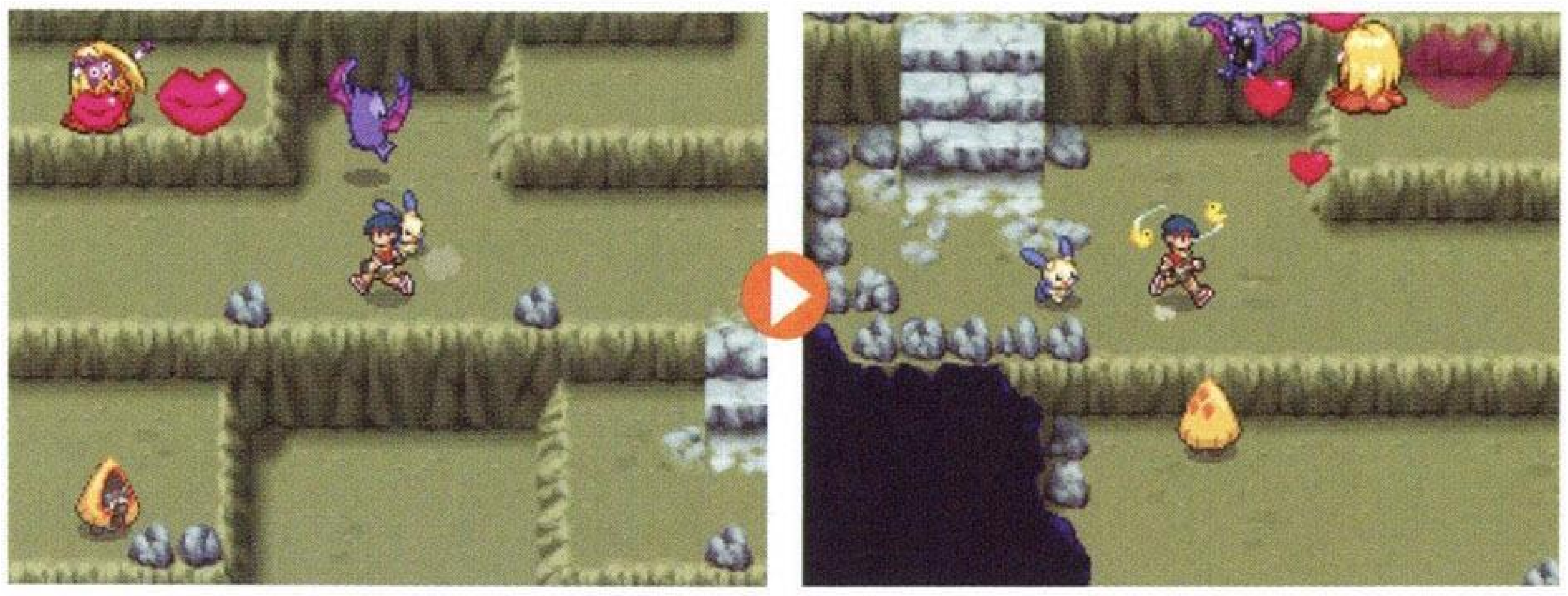
Your Aquamole will surface in a lake just south of an icy cave. Head north from the shore to connect with Chris, a Wintown Ranger who is a man of few words. The path won't be easy, but Chris will guide you through it.



Chris: I'm Chris.
Follow me.

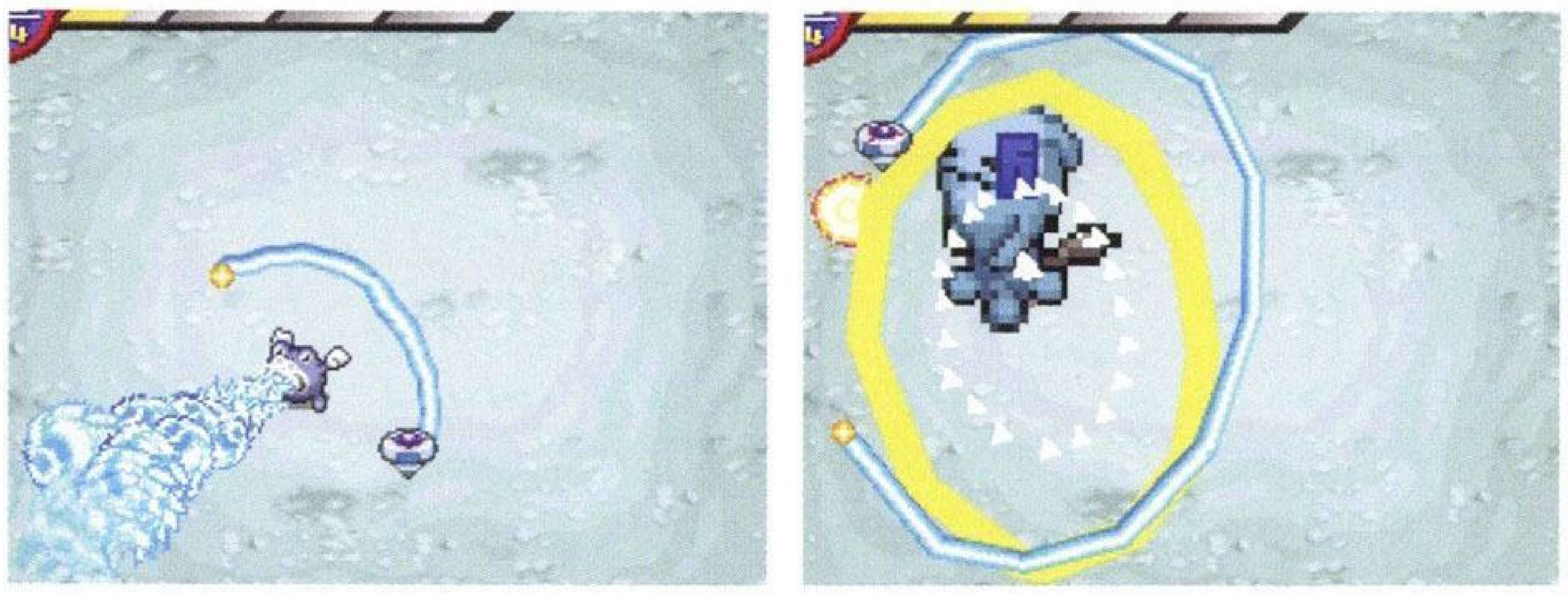
2 Dodge Jynx's kisses

The Pokémon on this multitiered maze can't drop off of their ledges to attack you, but Jynx can hit you from above or below with its Confuse-causing kisses. Follow the stairs to reach the next area, but you may want to drop down the ledges to catch rare Pokémon.



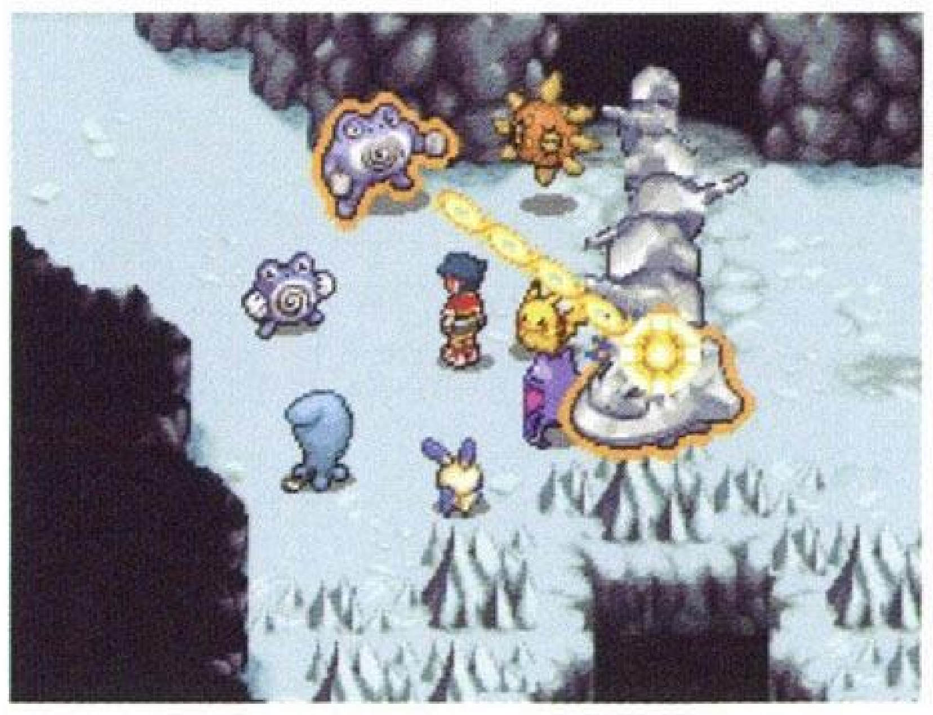
3 Catch Water-group Pokémon

When you pass through door B, hang a left and catch a Medicham. Lead it through doors C, D, and E to reach point 3, where you'll find Poliwhirl and Poliwrath. You'll need the Poliwrath's Field Move to proceed, but the Poliwhirl's Water Poké Assists may come in handy too. To catch a rare Wobbuffet, have Medicham smash the rock in the same room.



4 Soak the Steelix

Bring Poliwrath back to Chris, and head through the door. You'll find a Steelix blocking the way. Treat it like an obstacle instead of a Pokémon, and use Poliwrath's Soak Field Move to send it scurrying through the hole. Follow it to a room that contains a Save Machine and the stairs to point 5.



5 Meet Elita and the Piloswine herd

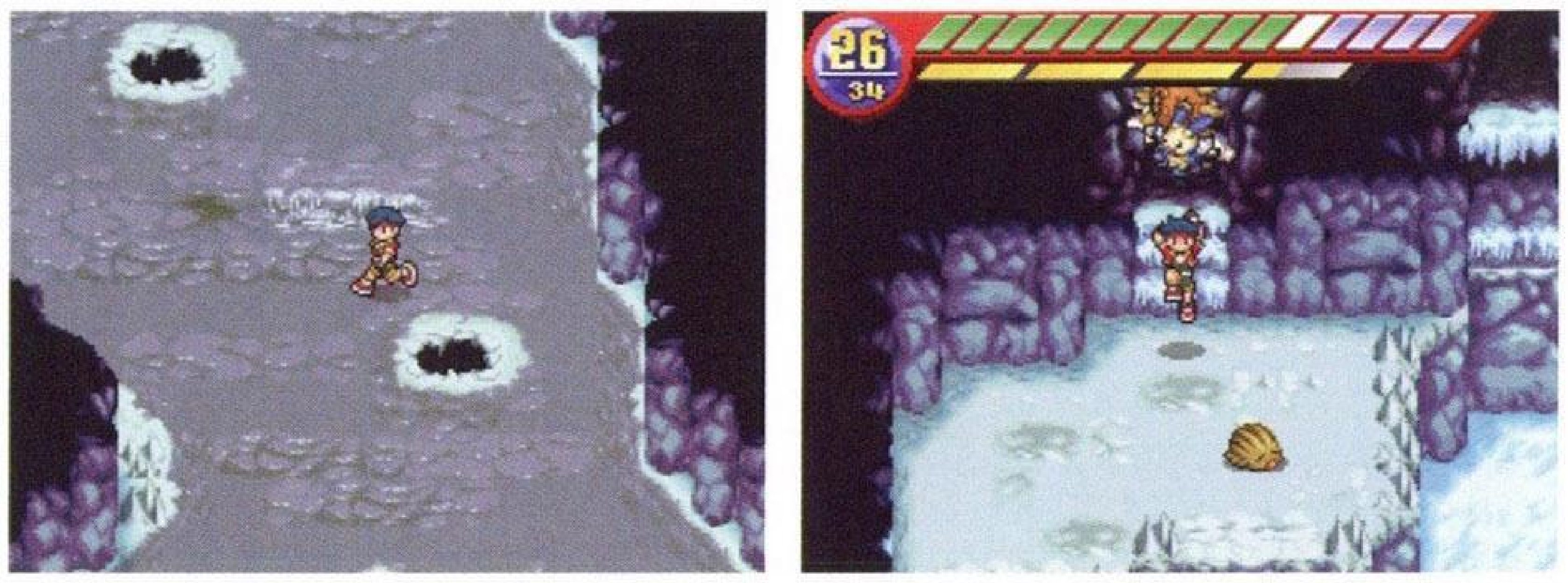
You'll meet Elita at point 5, and she will task you with the job of recovering the Piloswine herd's lost Swinub. Head north to the stairs, and you'll get a visual on the little one. Continue up the staircase at point J.

6 Drop through the ice hole

Drop through the hole marked with a K to enter the ice slide. This slippery, pockmarked ice field is the only way to reach the Swinub.

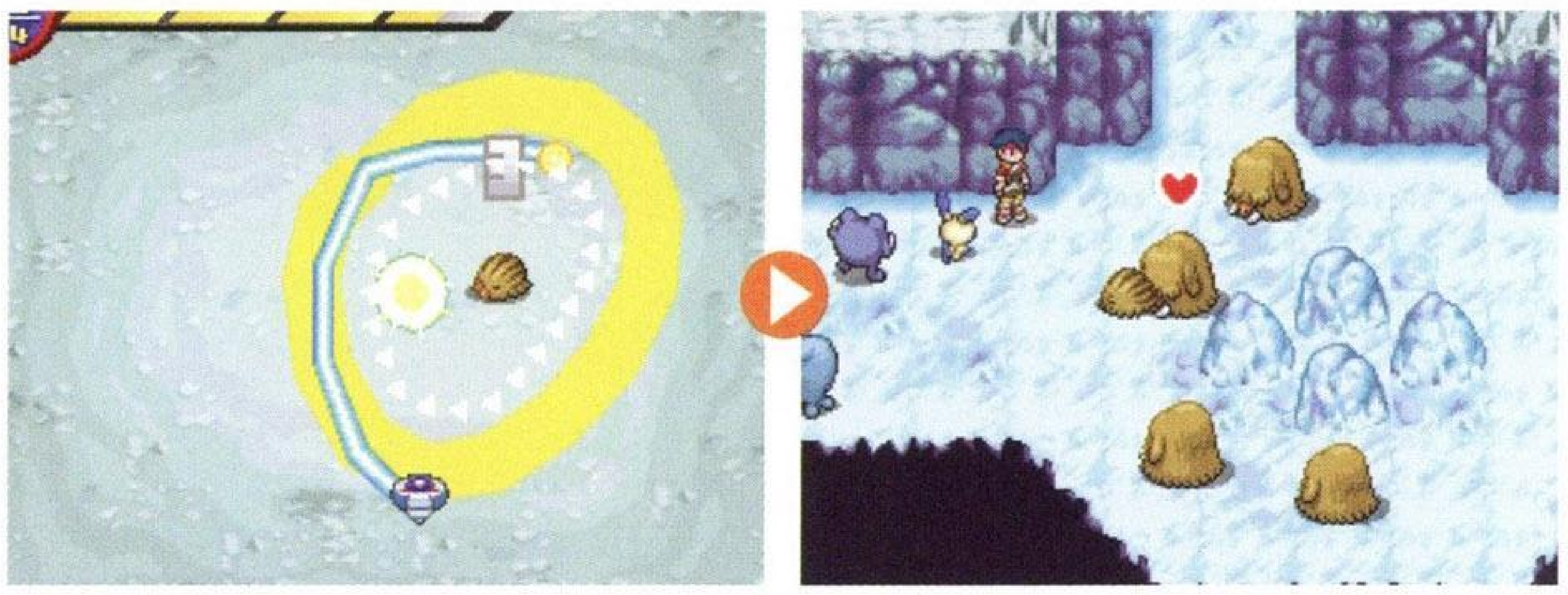
7 Streak down the ice slide

Use the map to plan your course for avoiding the pits that will send you back to the point 5 area. Stylus users may want to switch to the Control Pad, as it will allow for quicker course corrections. To reach the Swinub, follow the wall on the left side of the map, which will leave you with only two holes to dodge. If you're going down the east path to reach the Loudred, you'll find the fewest holes in the middle of the path.



8 Bring the Swinub home

Capture the Swinub by tricking it into charging and missing, then lead it back to its family. The Piloswine herd will disperse, allowing you to reach the next staircase. You'll have a chance to catch a Piloswine and a Raichu in the next area.

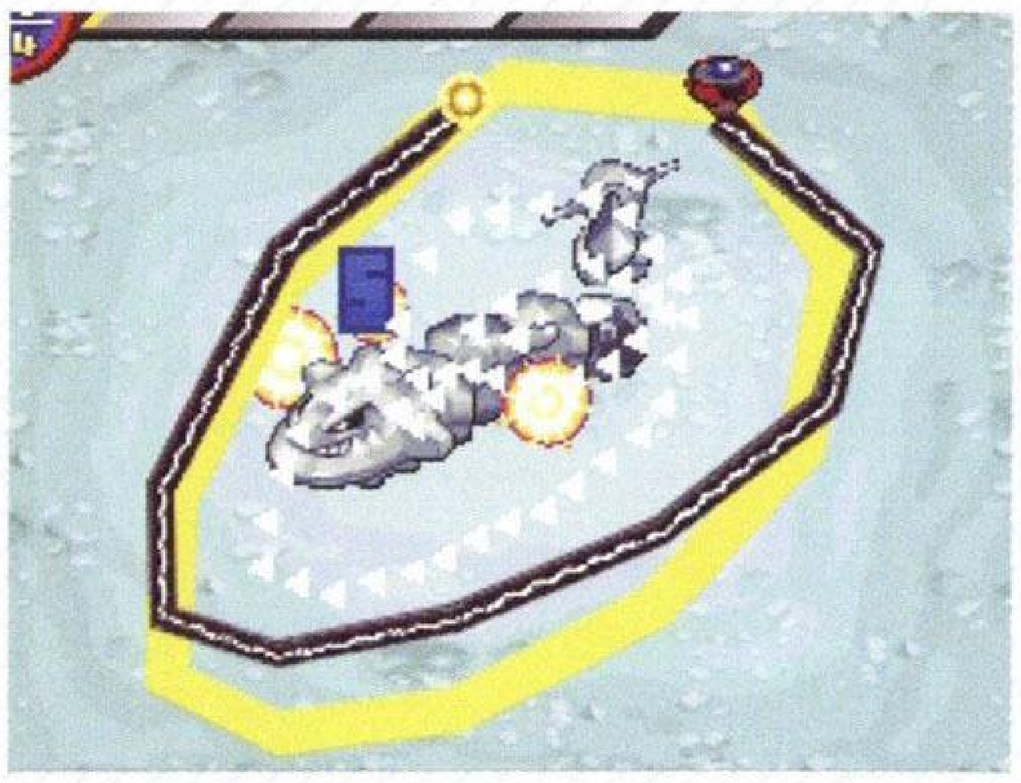


9 Prepare for the battle ahead

You have a very difficult battle ahead, so take the opportunity to bolster your odds of success. Catching the nearby Medicham and Sneasel will give you a huge boost, and you shouldn't challenge Steelix until your partner Pokémon is fully charged.

10 Calm the raging Steelix

Touching Steelix with your Capture Line will damage your Styler heavily, and Steelix is so large that it's hard to avoid. Wait to use your partner Pokémon until Steelix has crawled off-screen and is reemerging; when the discharge goes off it should catch Steelix in the center of the screen. Use Sneasel to double your line length or Medicham to double the line's power, and loop Steelix 10 times for the win.



MISSION COMPLETE

After defeating Steelix, follow Elita and Chris to the east and up the stairs to the surface. Follow a long and winding path to Wintown, where Elita will promote you to Ranger Rank 9 and assign you the toughest mission yet.

MISSION 9

Hideout Infiltration!

The Rangers are tired of playing the Go-Rock Squad's game. Go through the Sekra Range to attack their secret hideout!

MISSION OVERVIEW

1. Pursue Charizard
2. Go-Rock Grunt fight #1
3. Go-Rock Grunt fight #2
4. Go-Rock Grunt fight #3
5. Tame the Altaria
6. Tame the Charizard
7. Go-Rock Grunt fight #4
8. Infiltrate the hideout
9. Warp through the maze
10. Go-Rock Grunt fight #5
11. Go-Rock Quads Tiffany
12. Go-Rock Quads Clyde
13. Go-Rock Quads Garret
14. Flee the Machamp
15. Go-Rock Quads Billy

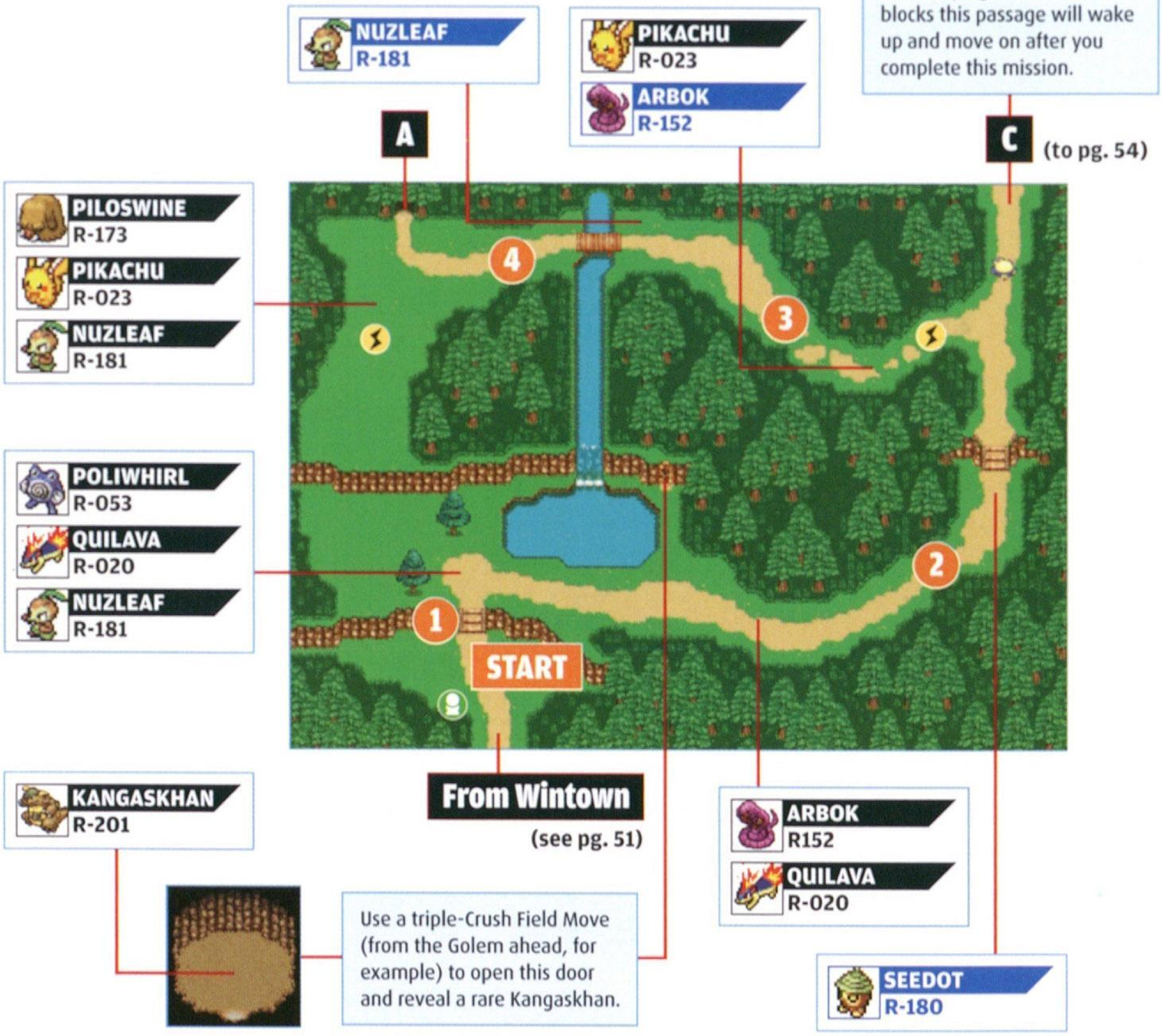
CAPTURE CONDITIONS

BLACK-LABELED POKéMON
Available from the start of the mission

BLUE-LABELED POKéMON
Appears after you complete the mission

RED-LABELED POKéMON
Available after you beat the game

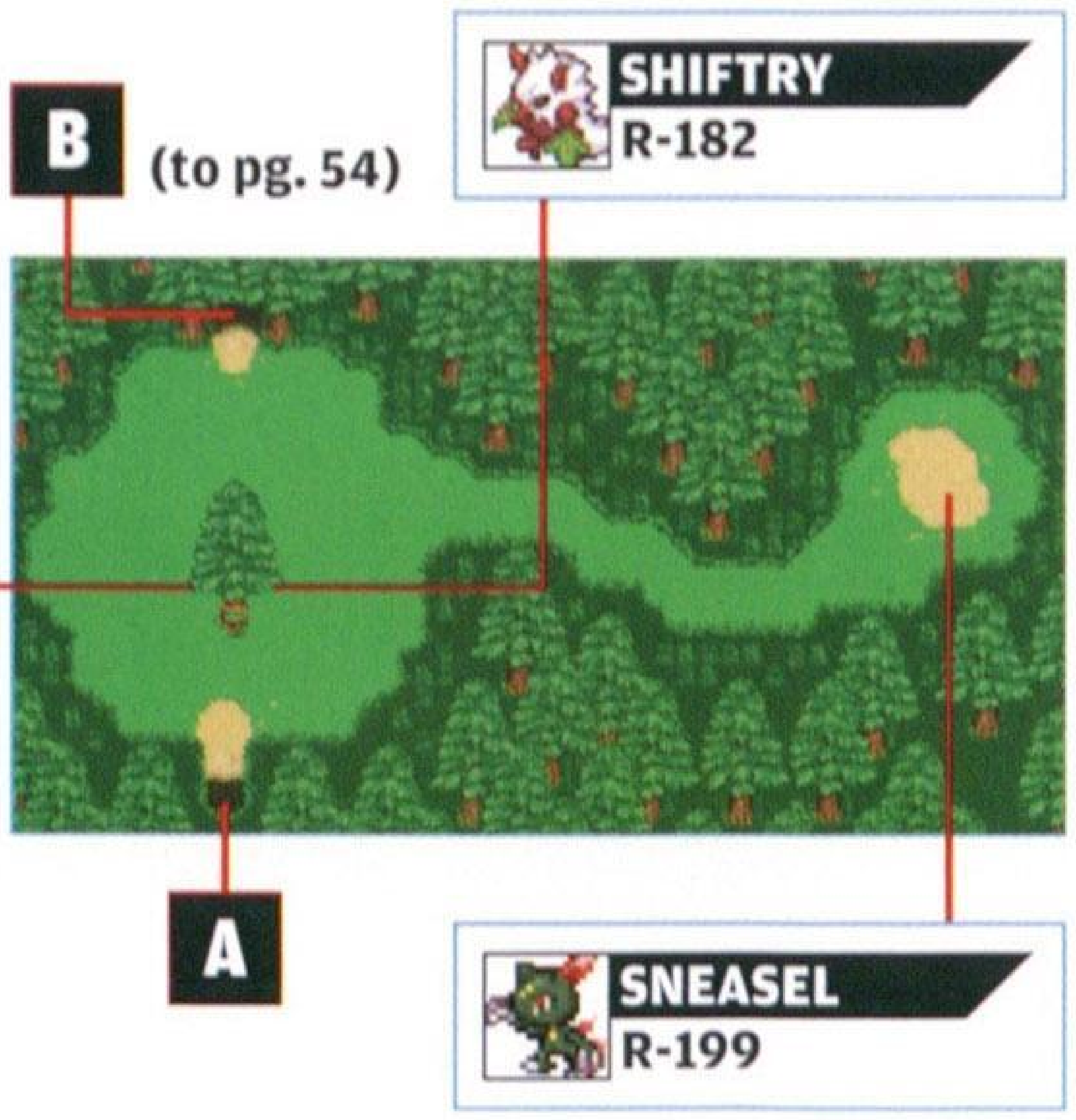
★
Disappears at the end of the mission

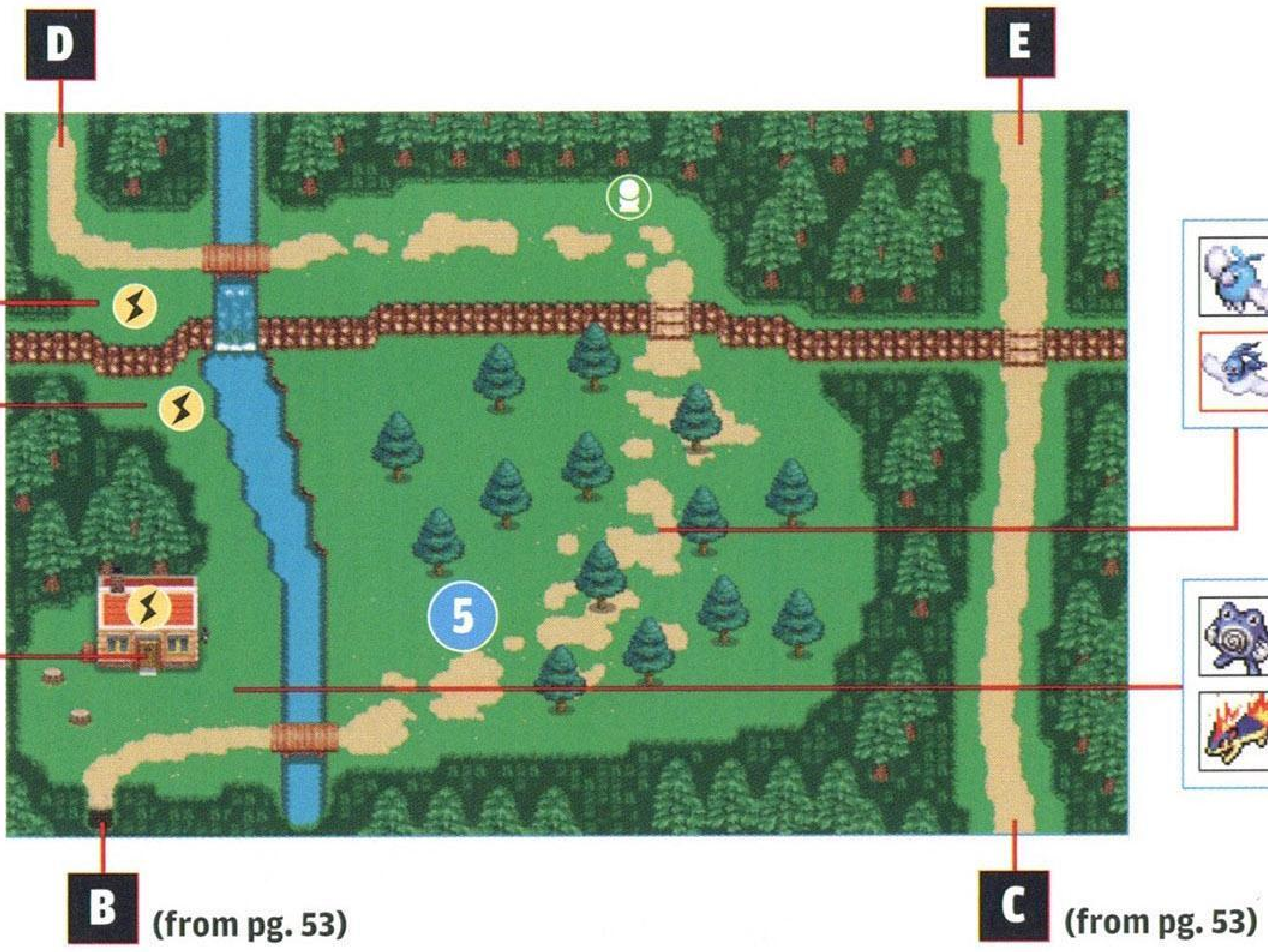

NUZLEAF R-181
PIKACHU R-023
ARBOK R-152
A
C (to pg. 54)
PILOSWINE R-173
PIKACHU R-023
NUZLEAF R-181
4
3
POLIWHIRL R-053
QUILAVA R-020
NUZLEAF R-181
2
1
START
From Wintown (see pg. 51)
KANGASKHAN R-201
ARBOK R152
QUILAVA R-020
SEEDOT R-180

The sleeping Snorlax that blocks this passage will wake up and move on after you complete this mission.

Use a triple-Crush Field Move (from the Golem ahead, for example) to open this door and reveal a rare Kangaskhan.

When you get too close to this tree, you'll learn why it's called the Shiftry Tree. Approach it from a side so you won't have to fight all five Shiftry at the same time, and use an assist from Minun or Plusle against the larger Shiftry group.


B (to pg. 54)
SHIFTRY R-182
A
SNEASEL R-199



PIKACHU R-023

RAICHU R-024

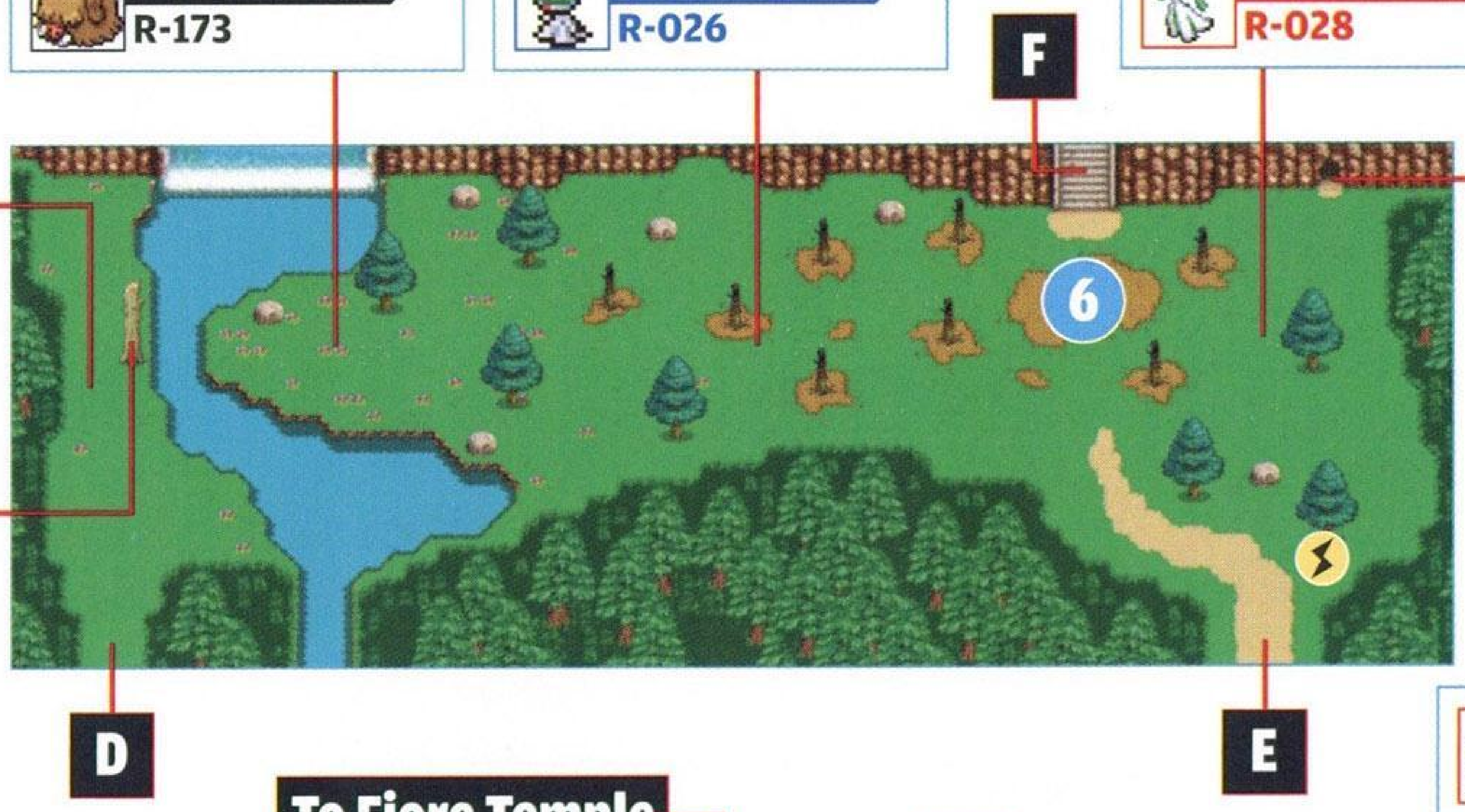
The couple in this cabin always welcomes Rangers, and will recharge your Styler energy whenever you visit.

SWABLU R-196

ALTARIA R-197

POLIWHIRL R-053

QUILAVA R-020



PILOSWINE R-053

PILOSWINE R-173

NUZLEAF R-181

RALTS R-026

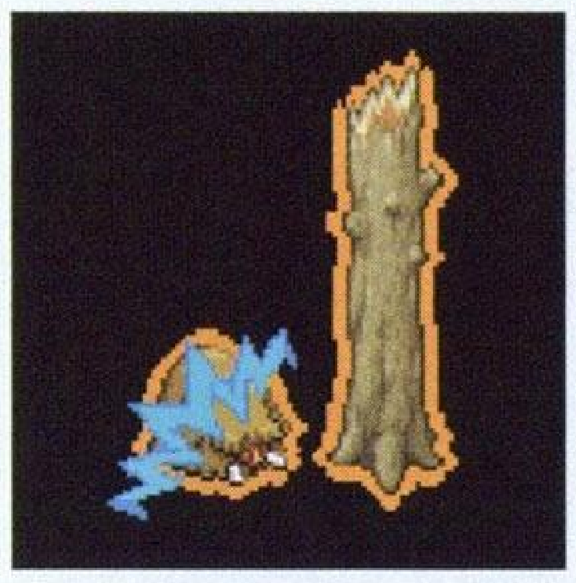
ARBOK R-152

PIKACHU R-023

GARDEVOIR R-028

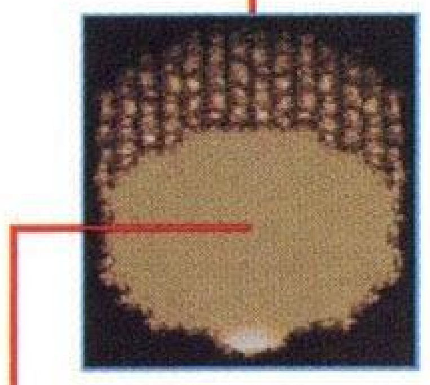
NUZLEAF R-181

PILOSWINE R-173

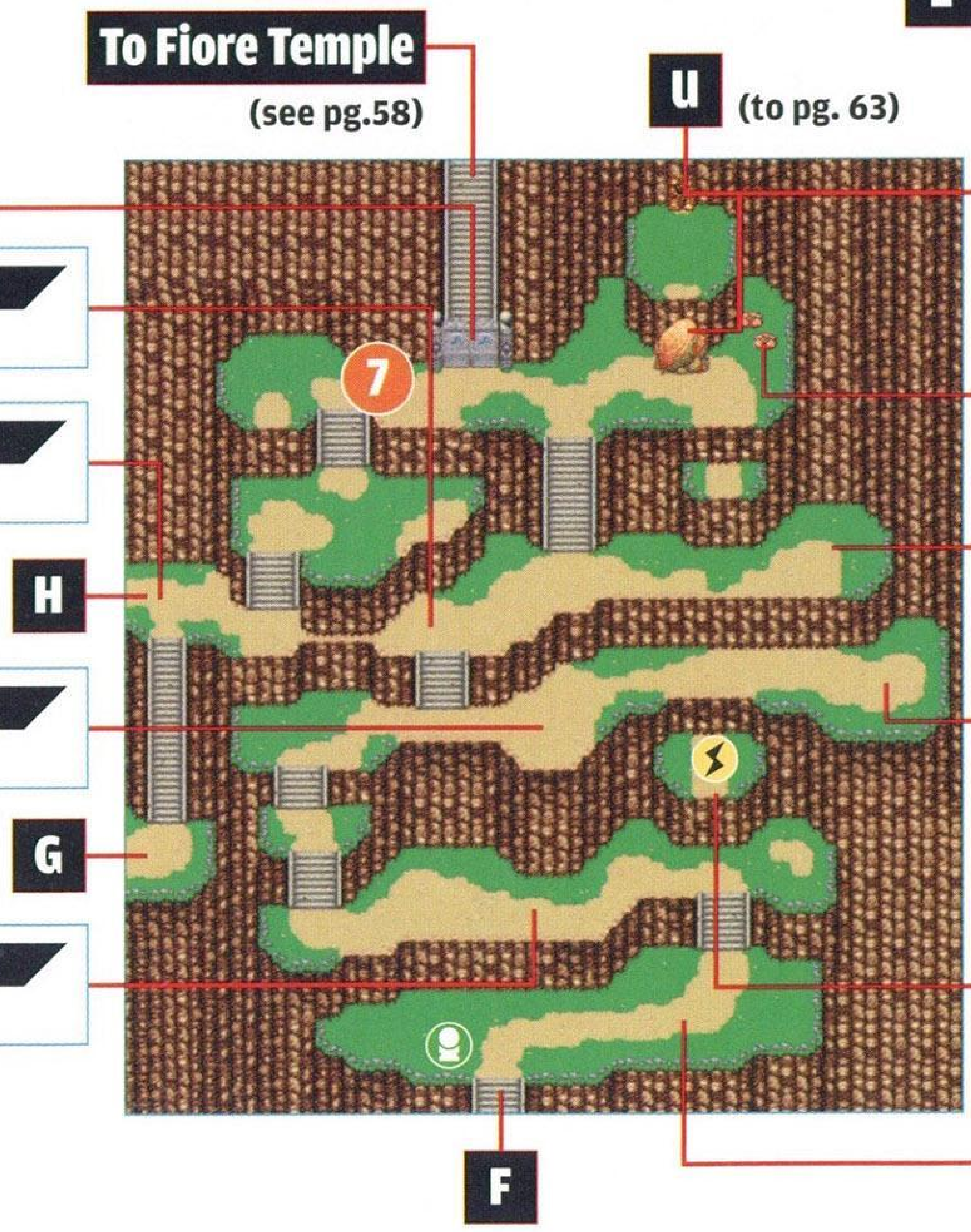


You'll need to knock down this dead tree to make a bridge across the river. There's no need to go out of your way to find a Pokémon that has the triple-Tackle Field Move—a Piloswine is only steps away.

You can challenge Snorlax in this small cave, but only after filling your Browser.



SNORLAX R-105



The gates to Fiore Temple won't open until you complete Mission 9 and return to Wintown for reassignment.

TANGELA R-069

TANGELA R-069

PILOSWINE R-173

GOLEM R-066

You'll need several Pokémon to reach this cave and challenge a rare Regirock. See page 63 for details.

VILEPLUME R-128

PILOSWINE R-0173

TANGELA★ R-069

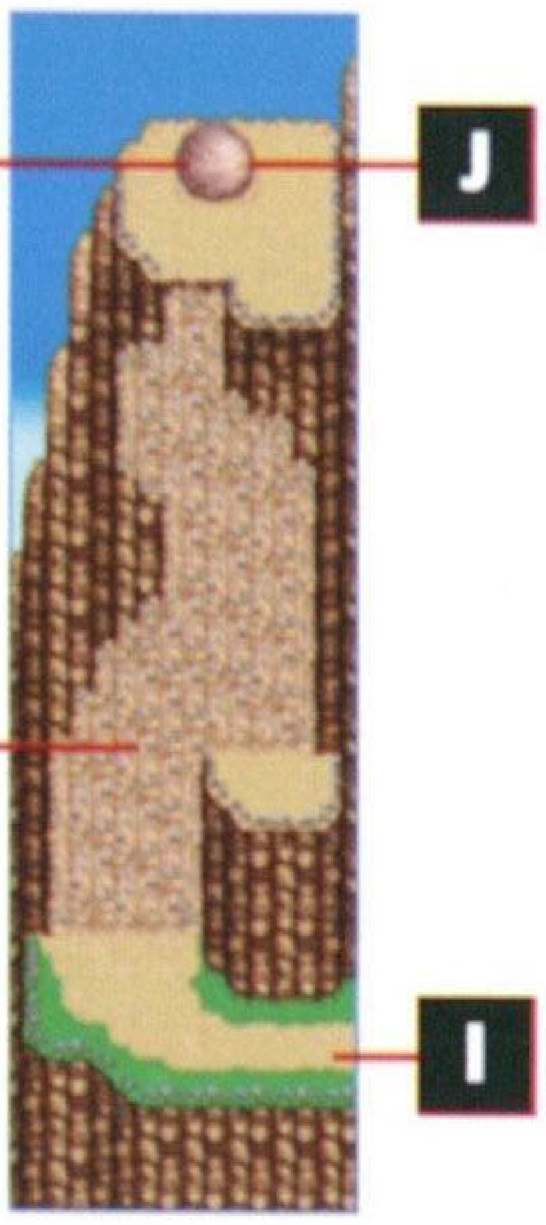
LARVITAR R-193

RAICHU R-024

GOLEM R-066

Caution—falling Pokémon! Watch for the shadows of Golem, as they may knock you down the hill if they land on you.

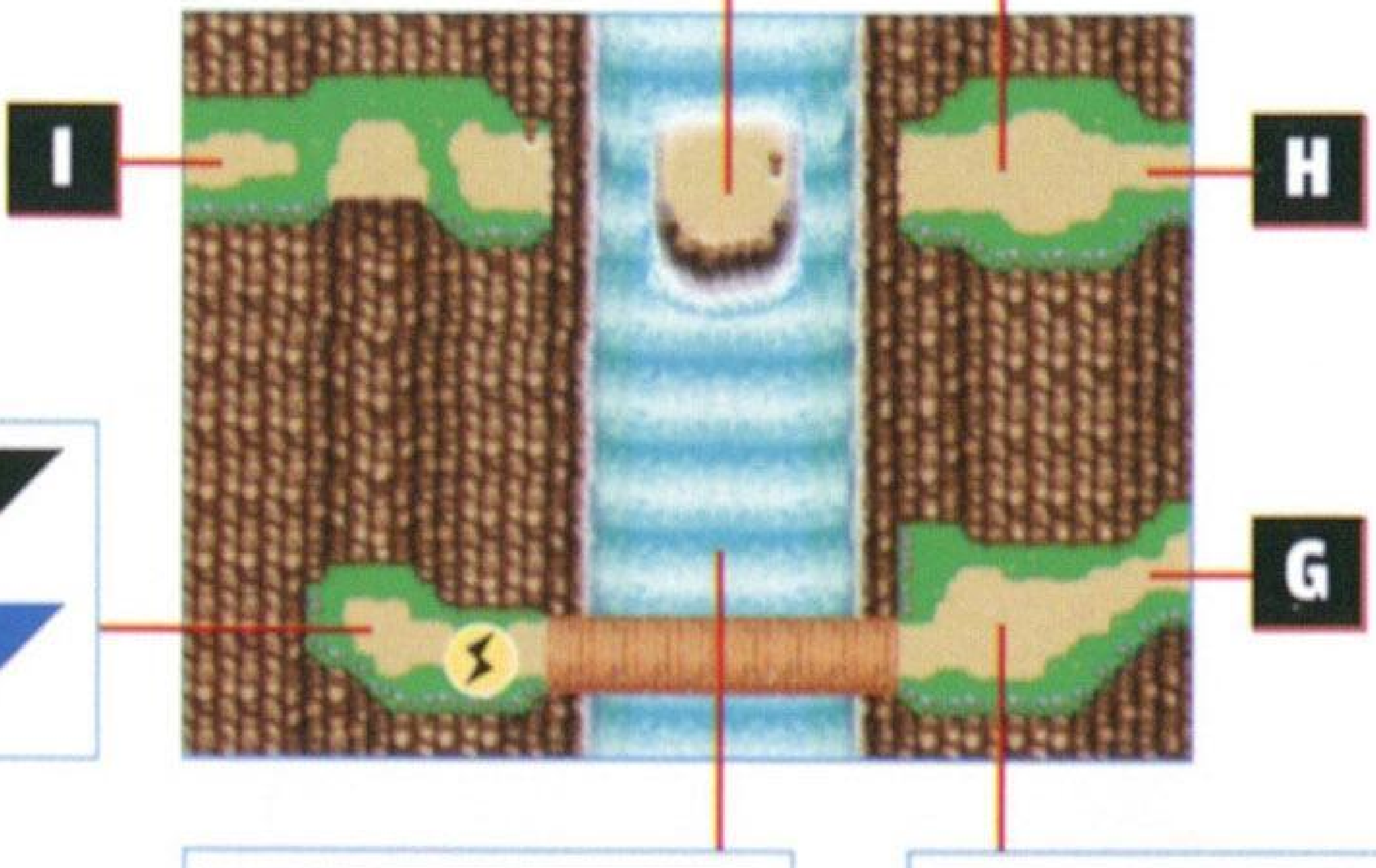
After the Grunt returns to the secret base, examine the giant rock here to find a secret button. Press the button to reveal the secret elevator to the Go-Rock Hideout.



GLIGAR R-160

To cross the waterfall you must use the Cross Field Moves of two Tangela.

TANGELA R-069



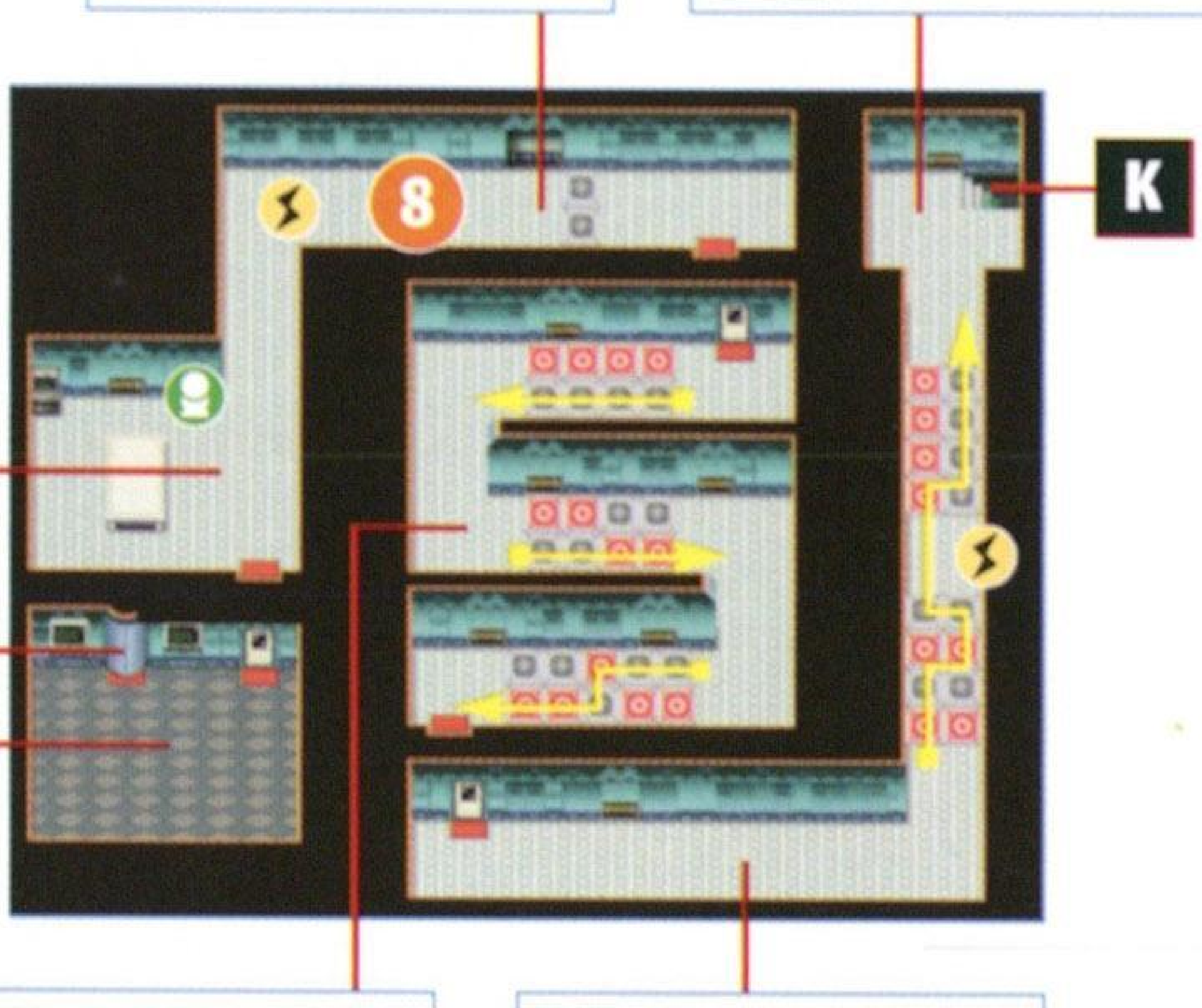
RAICHU R-024
PUPITAR R-194

MAGIKARP R-124

TANGELA R-069

METANG R-191
ELECTABUZZ R-188

BELDUM R-190
METAGROSS R-192

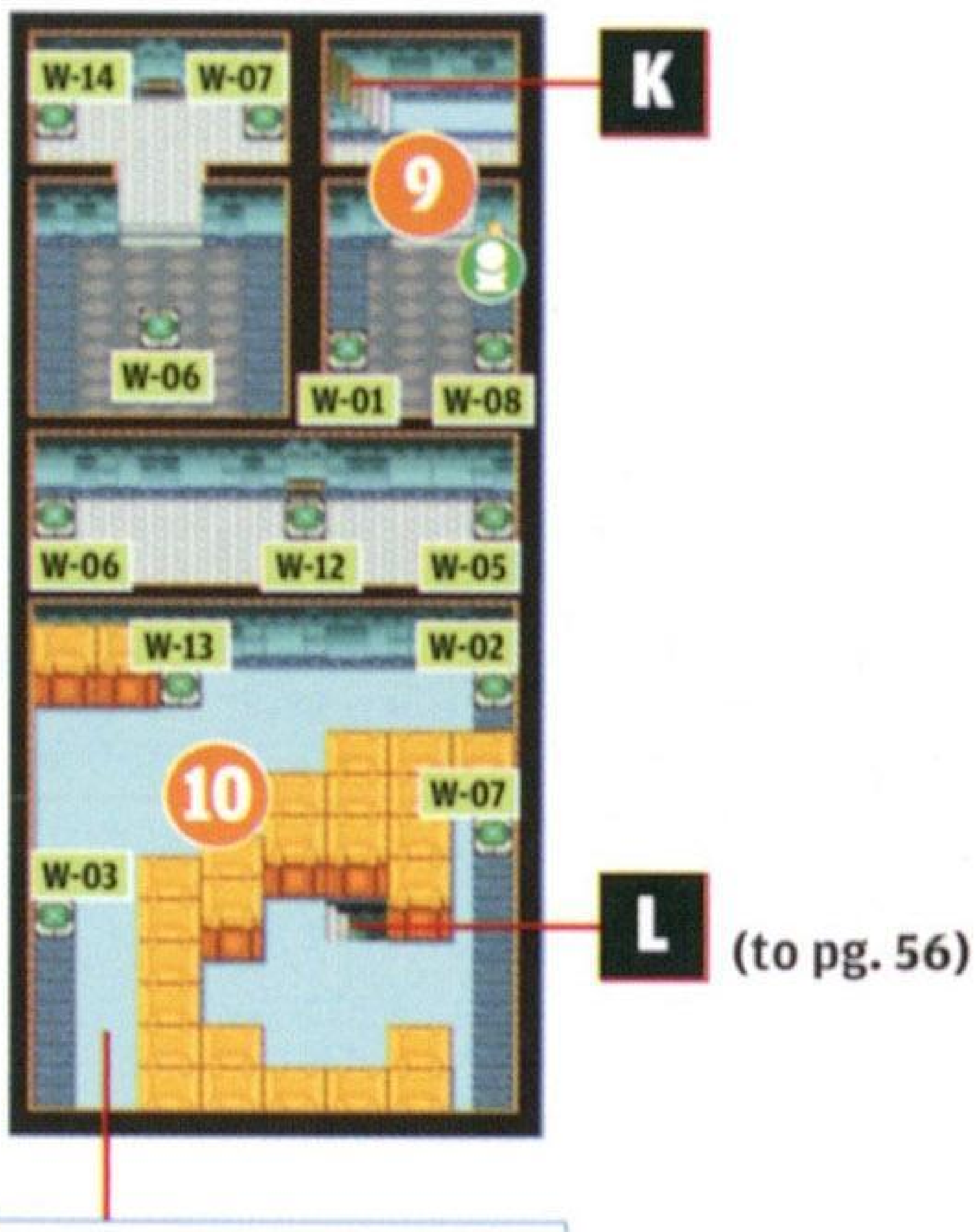


BELDUM R-190

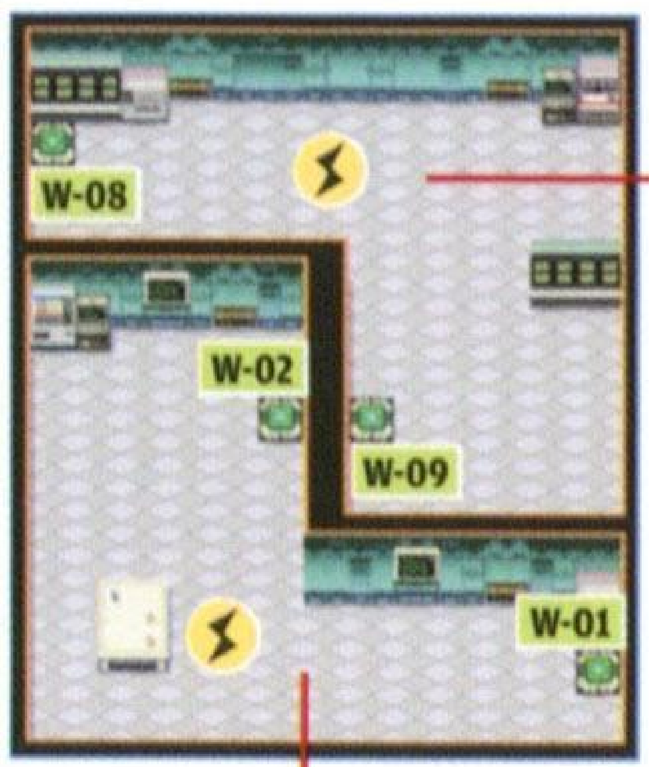
You'll find Chris waiting here, and he'll brief you on your mission: wreak havoc to provide a distraction for Spenser.

TYRANITAR R-195
METANG R-191

GASTLY R-094
ELECTABUZZ R-188


W-14
W-07
K
9
W-06
W-01
W-08
W-06
W-12
W-05
W-13
W-02
10
W-07
W-03
L
(to pg. 56)

SWAMPERT R-013


W-08
W-02
W-09
W-01

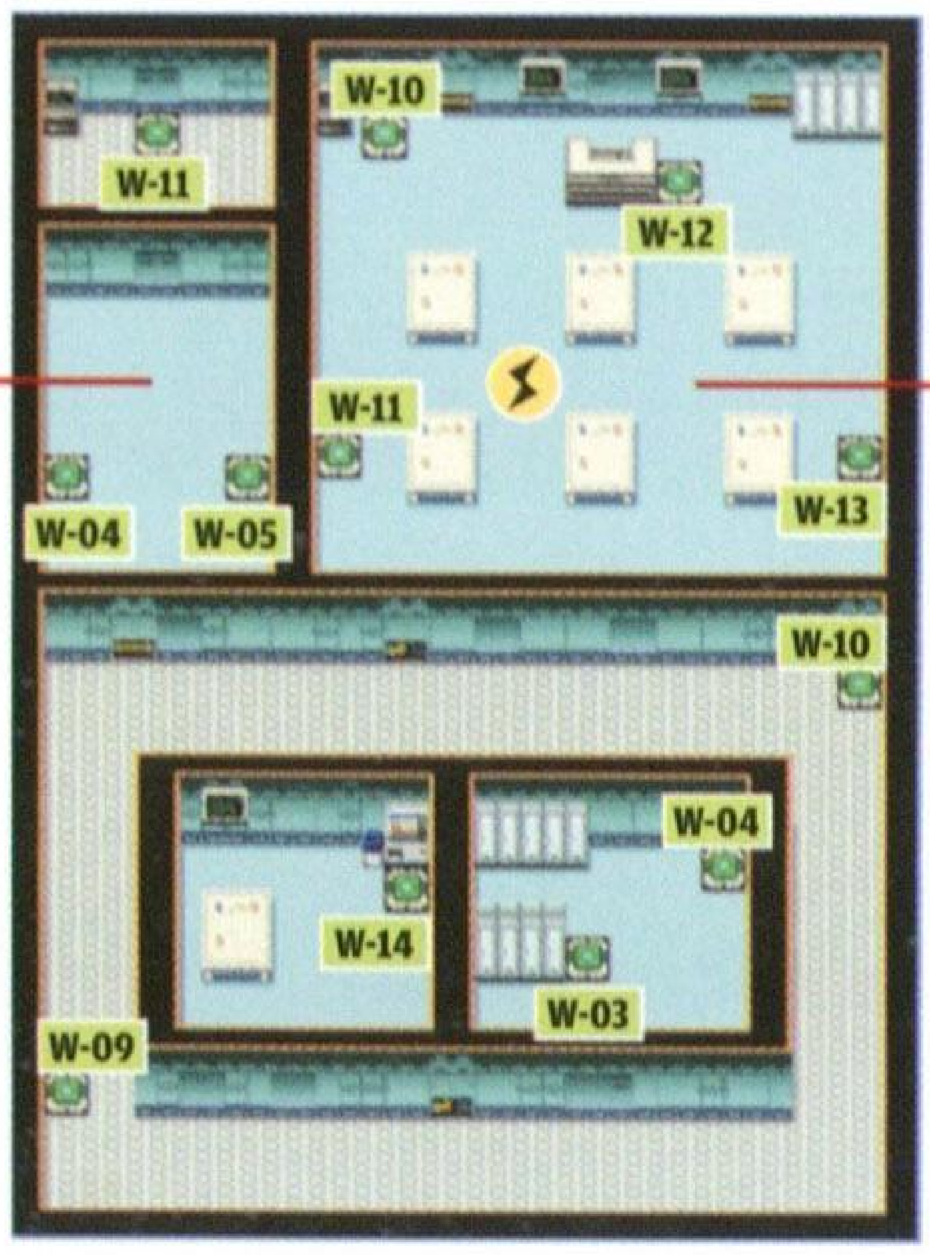
WURMPLE R-154
MAGNETON R-057
RALTS R-026

RALTS R-026
MAGNETON R-057
MANKEY R-149

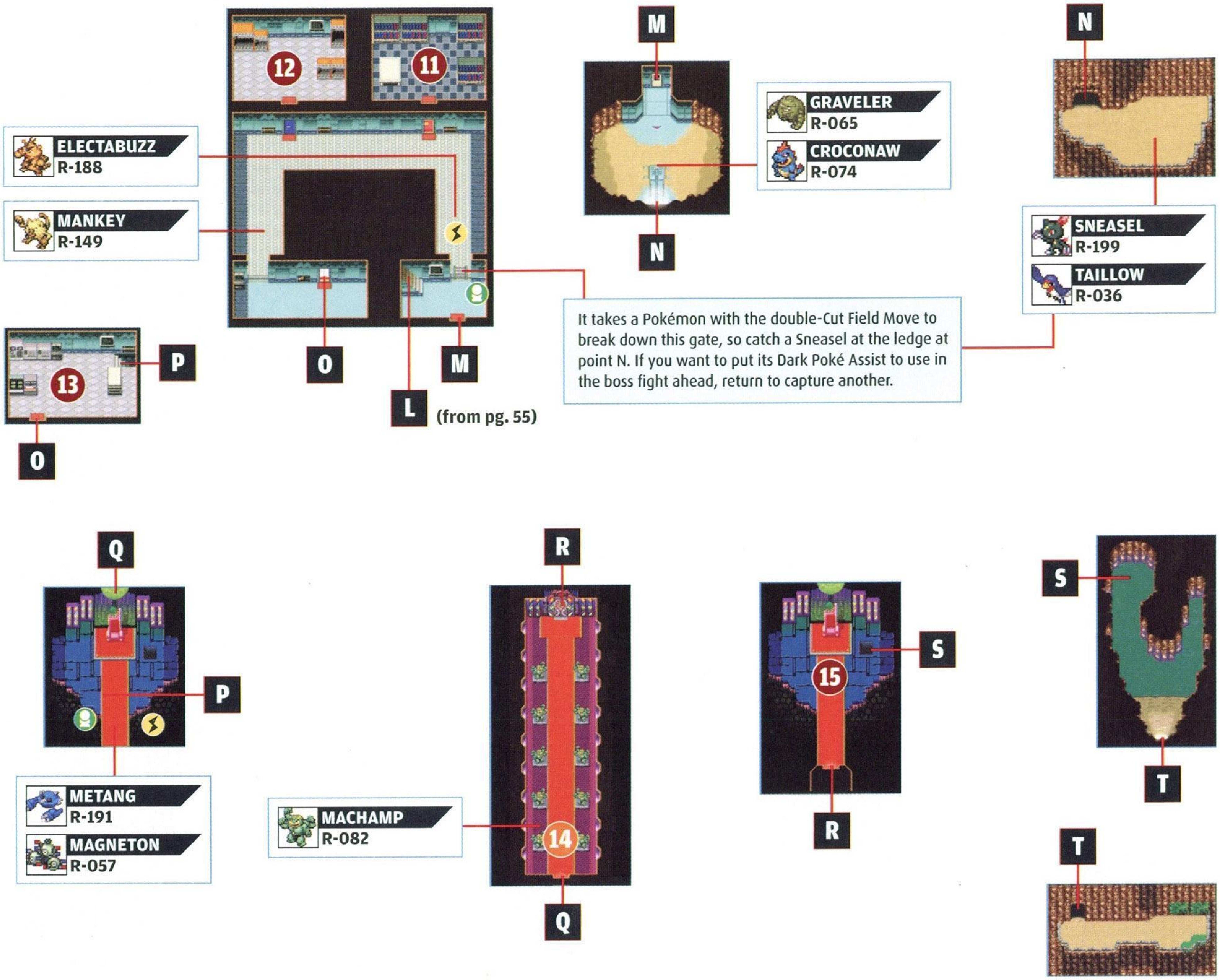
Ralts is a tough Pokémon to catch, but you can keep trying by warping in and out of the room. Capture it to add it to your Browser and gain a useful Poké Assist.

BLAZIKEN R-017

Capture the Blaziken here if you can; its Poké Assist will come in handy in later Go-Rock Grunt battles.


W-10
W-11
W-12
W-11
W-04
W-05
W-13
W-10
W-04
W-14
W-03
W-09

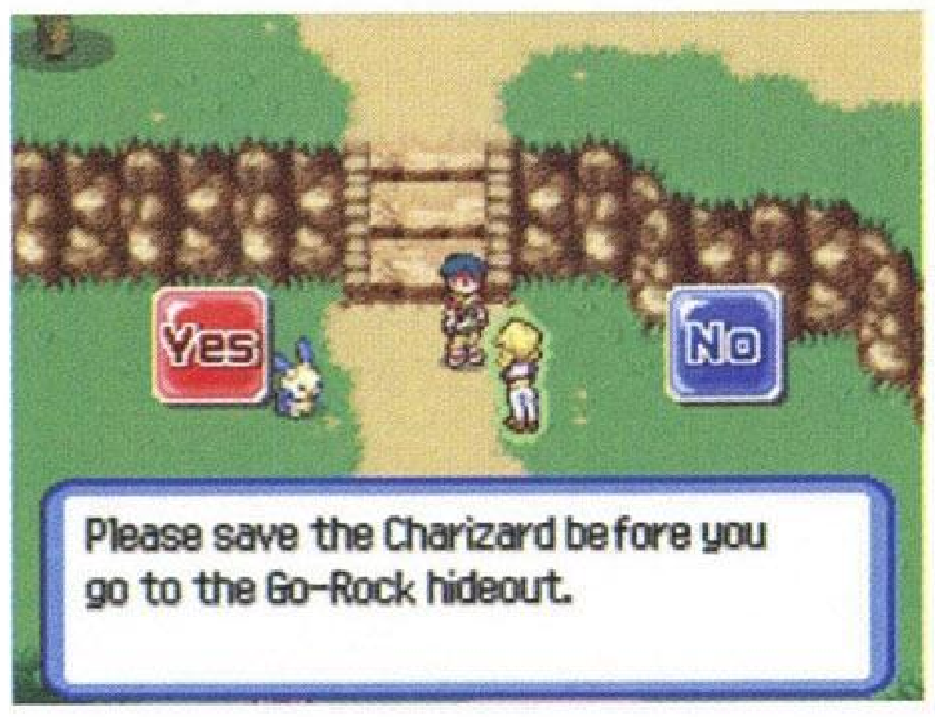
ELECTABUZZ R-188


12
11
ELECTABUZZ
R-188
MANKEY
R-149
13
P
O
O
M
L
(from pg. 55)
M
N
GRAVELER
R-065
CROCONAW
R-074
N
SNEASEL
R-199
TAILLOW
R-036
Q
P
METANG
R-191
MAGNETON
R-057
R
MACHAMP
R-082
14
Q
15
S
R
S
T
T

It takes a Pokémon with the double-Cut Field Move to break down this gate, so catch a Sneasel at the ledge at point N. If you want to put its Dark Poké Assist to use in the boss fight ahead, return to capture another.

1 Pursue Charizard

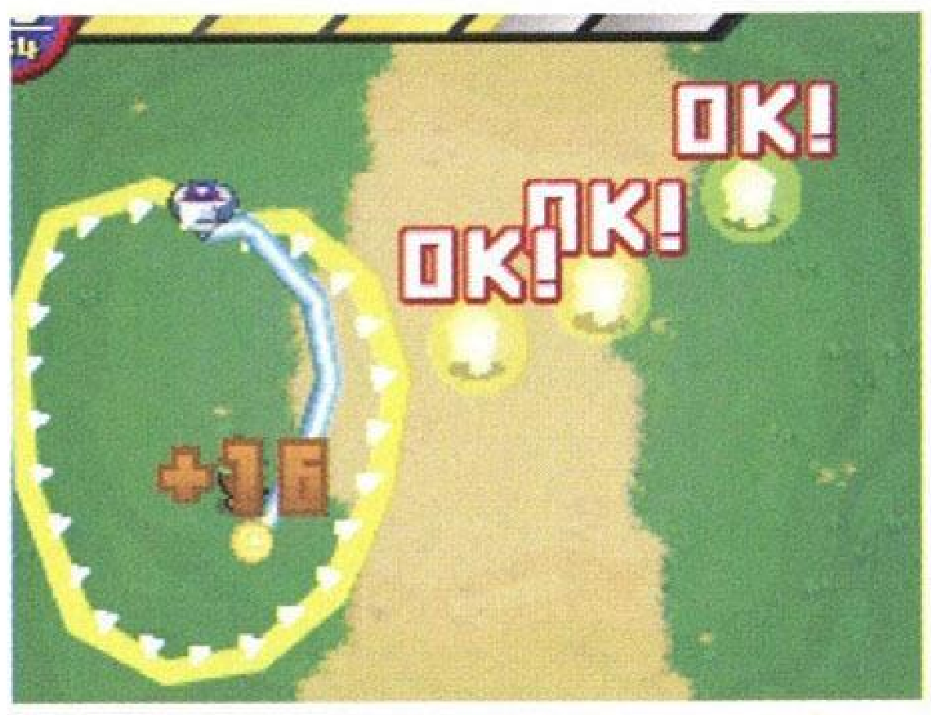
You'll be only a few steps out of Wintown when the Charizard you met in the Jungle Relic soars overhead. Aria has been trying to capture it, but she'll need your help. Offer your assistance, and Aria will join you on the first part of your mission.



Please save the Charizard before you go to the Go-Rock hideout.

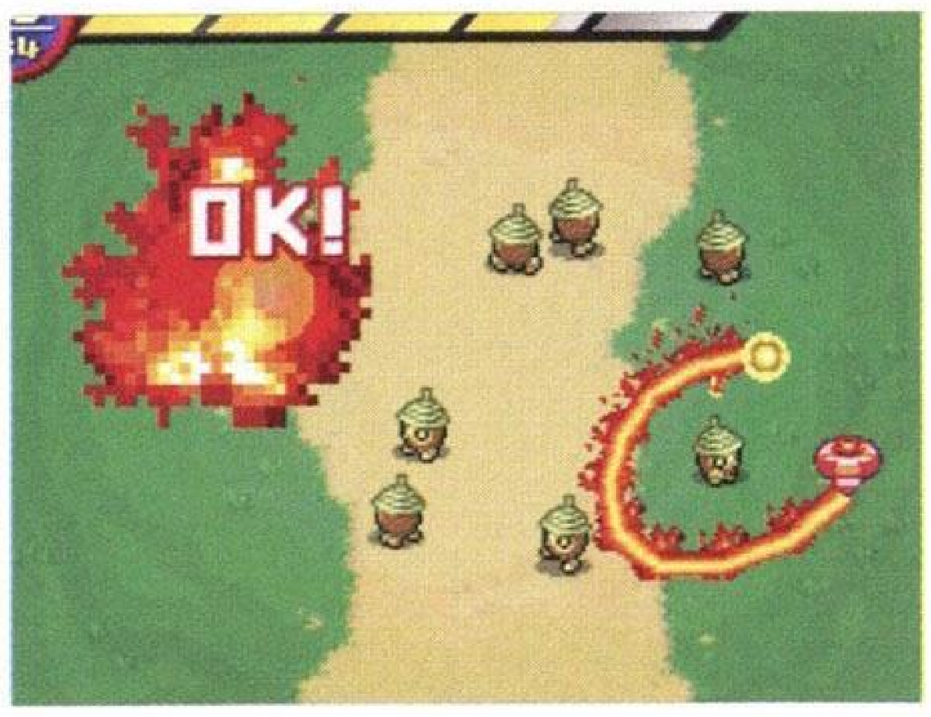
2 Go-Rock Grunt fight #1

A Go-Rock Grunt will meet you on the path with a small army of Seedot. If you act quickly, you can catch all six in a single loop as soon as the battle begins. If their rapid dashes break through your line, you shouldn't have much trouble picking them off one by one as they spread out.



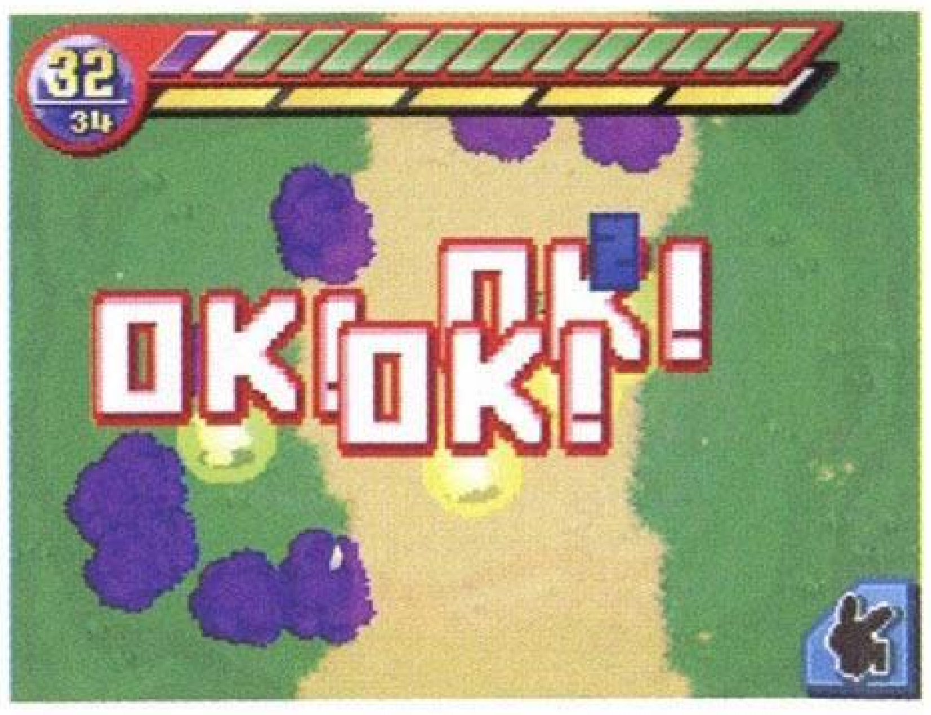
3 Go-Rock Grunt fight #2

The same Grunt challenges you to a rematch farther down the road, and now uses eight Seedot that run in random directions when the battle begins. You'll have to pick them off solo or in small groups, which can be a bit trickier this time. A Fire Poké Assist from Quilava will make rounding up the Seedot a bit easier.



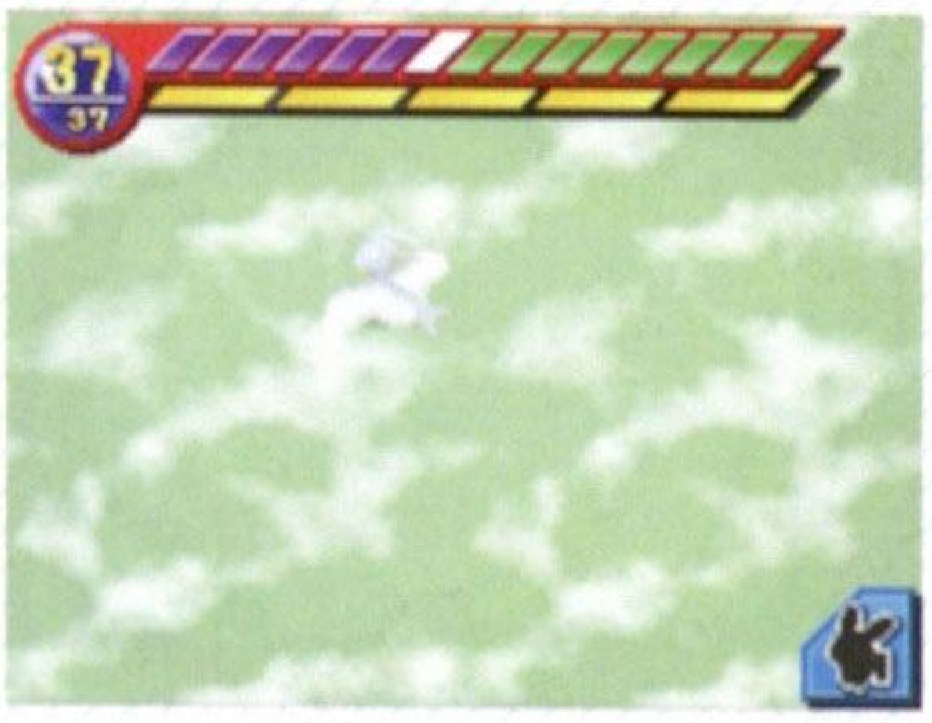
4 Go-Rock Grunt fight #3

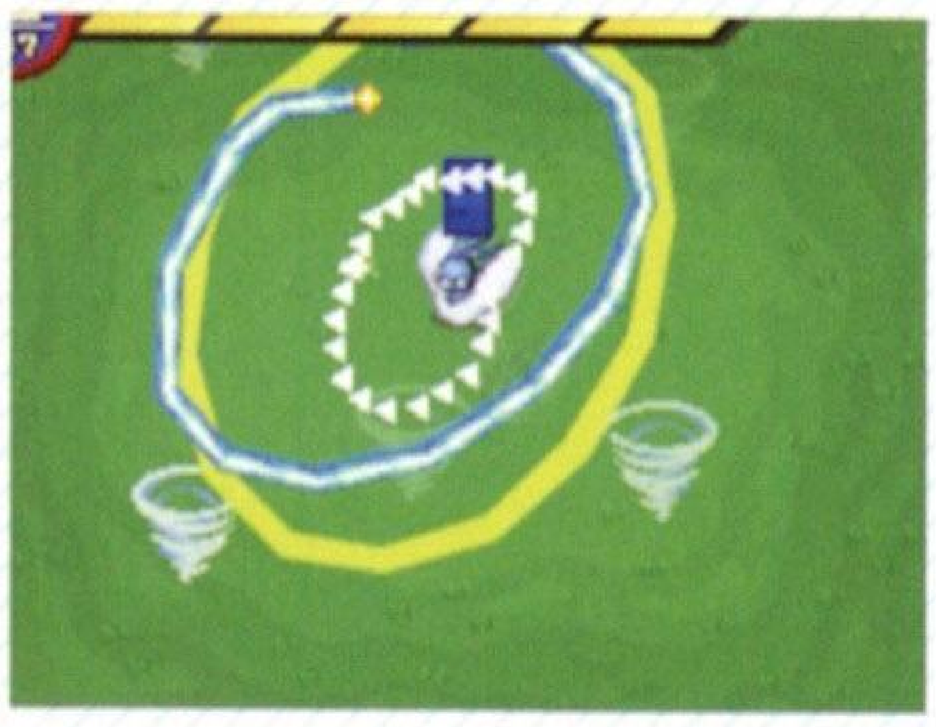
In the third and final Seedot brawl, you'll also have a Nuzleaf to deal with. You can capture the single-loop Seedot easily between Nuzleaf whirlwinds, so you shouldn't have much trouble picking them off one by one. If you don't have the patience for that, use Arbok's Poison Poké Assist to hurry things along.


32
34
OK!
OK!
OK!

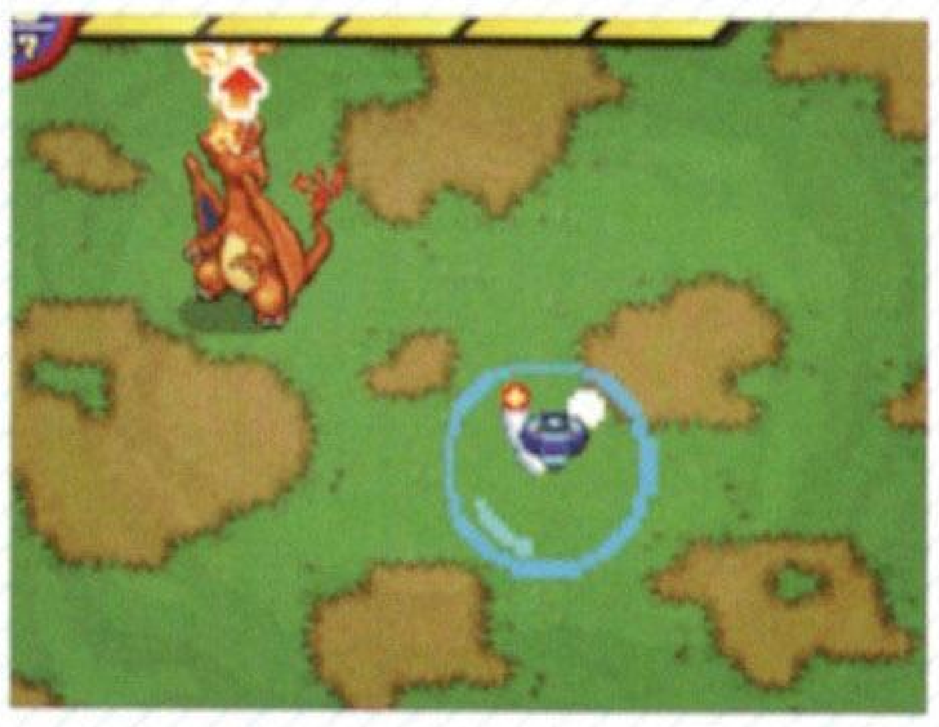
5 Tame the Altaria

Follow the path through the woods to find the Altaria that is generating the fog. Keep an eye out for the movement of Swablu, and try to capture them first so they won't get drawn into your Altaria battle. Like Shiftry, Altaria fires three whirlwinds, and will then be unable to attack just long enough to be captured. Altaria can also diminish your visibility by filling the screen with fog, but the fog won't damage your Styler.



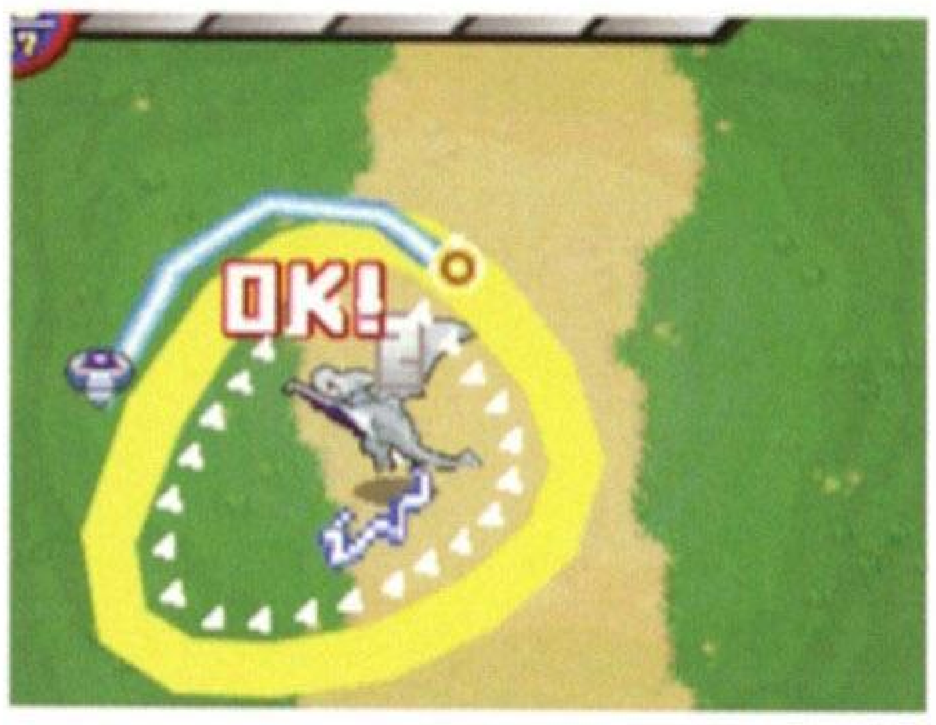


6 Tame the Charizard



The strategies you used to battle Charizard in the Jungle Relic (page 40) still apply; wait for the screen to fill with small fires, then circle around and between them carefully to capture Charizard. This time, however, you can also use Poké Assists, so if you captured a Poliwhirl earlier, put its Water Poké Assist to good use here.

7 Go-Rock Grunt fight #4



Aerodactyl isn't half as tough as you might expect. It takes only three loops to catch, so you should be able to capture it if you wait for it to finish its beam attack and Shelgon isn't nearby. When you go after Shelgon, use wide loops to compensate for its rapid and erratic spin attacks.

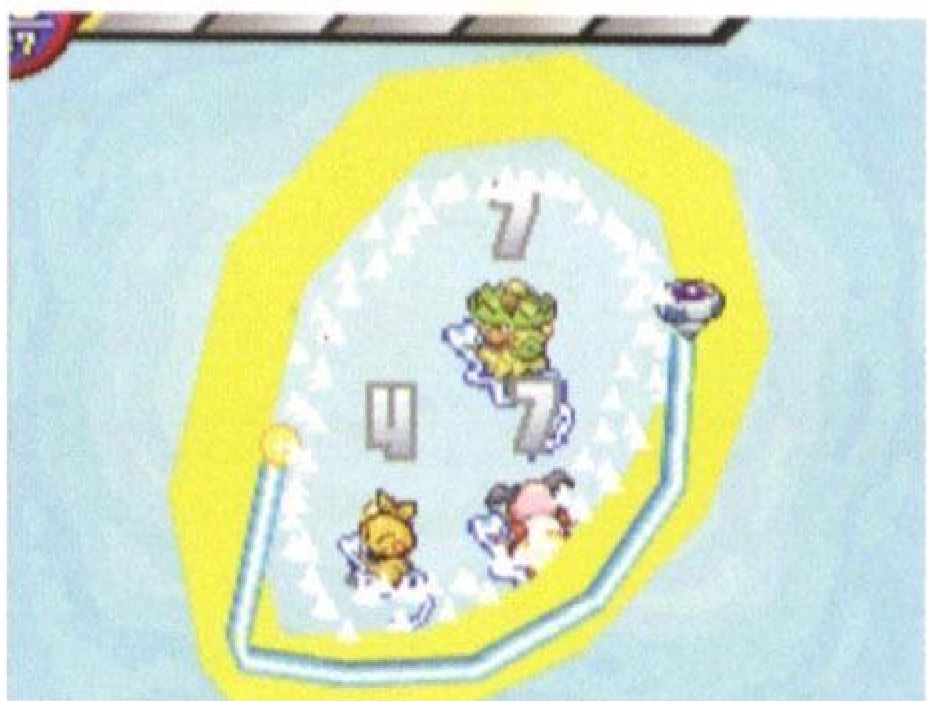
8 Infiltrate the hideout

After beating the Grunts, head southwest to the waterfall and use the Cross Field Moves of two Tangela to reach the secret elevator to the Go-Rock Hideout. More Go-Rock trickery awaits inside; wait for the red to fade from each security square before you cross, or you'll be sent back to the beginning. Use the yellow arrows on the map to find the safest path.

9 Warp through the maze

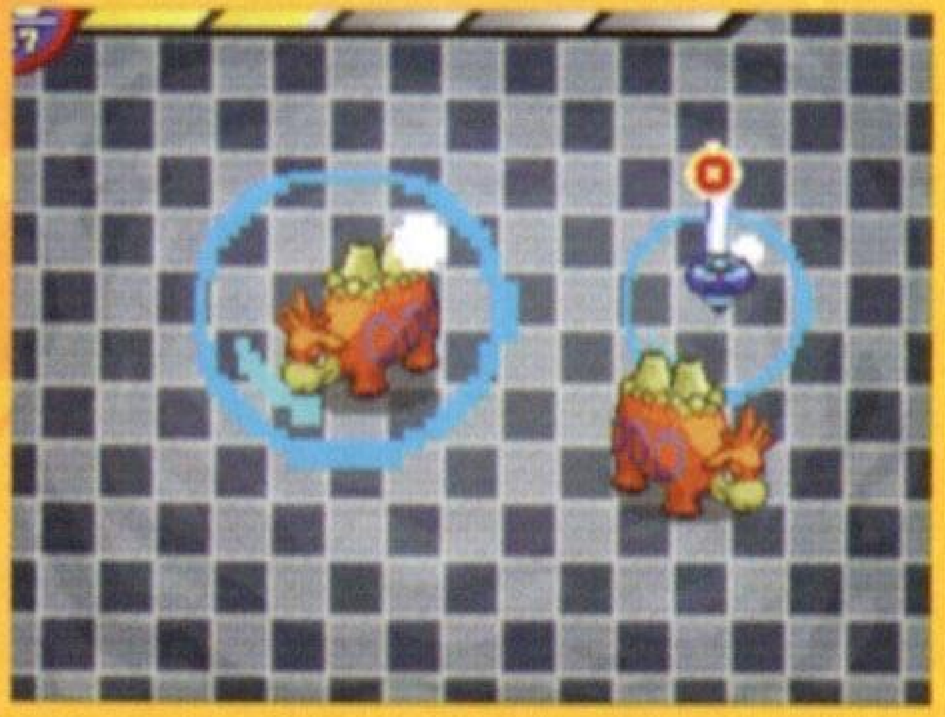
Six Go-Rock Grunts patrol the warp-panel area, but there is no need to battle more than one of them (at point 10). Take the warps in order from W-01 to W-07 (as labeled on the map on page 55) to get through this area with minimal resistance. Capture the Swampert and Blaziken on the way; both will be extremely useful in battles ahead.

10 Go-Rock Grunt fight #5



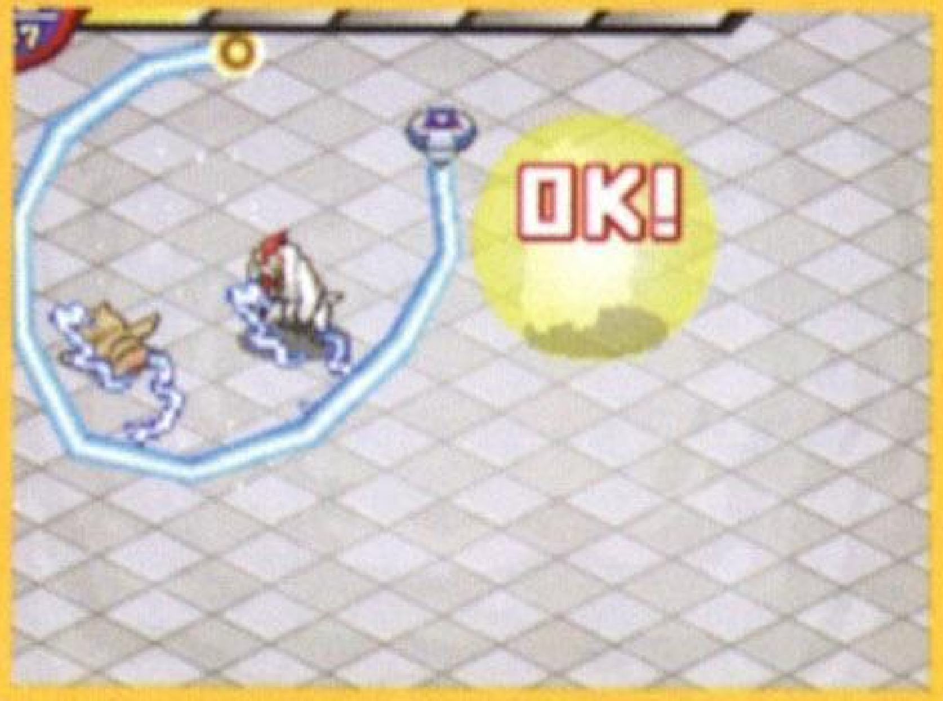
This Go-Rock Grunt has a Lotad, a Mr. Mime, and a Makuhita. Their disparate abilities make singling out and capturing any one of them difficult, so you'll need to rely on Poké Assists to stun the group (ideally when all three are clustered together), and capture as many of them as you can while they're stunned.

11 Go-Rock Quads Tiffany



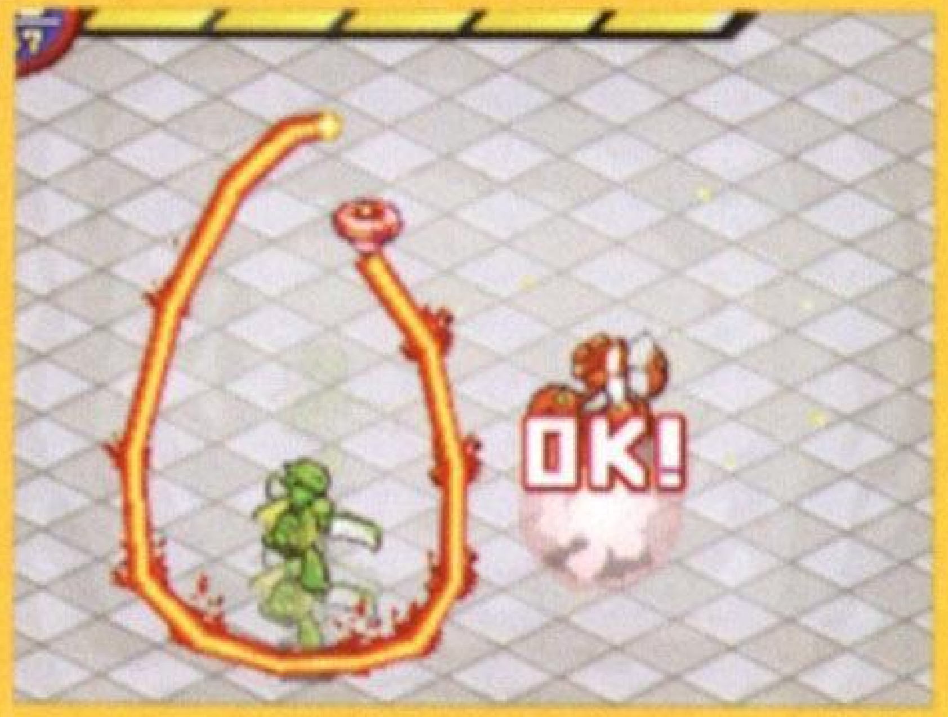
You'll find Tiffany past the red door, where she'll attack with a pair of Camerupt. Your best path to victory here is to use Swampert, whose high-level Water Poké Assist will give you a full minute in which to trap the Camerupt in bubbles for a relatively easy capture.

12 Go-Rock Quads Clyde



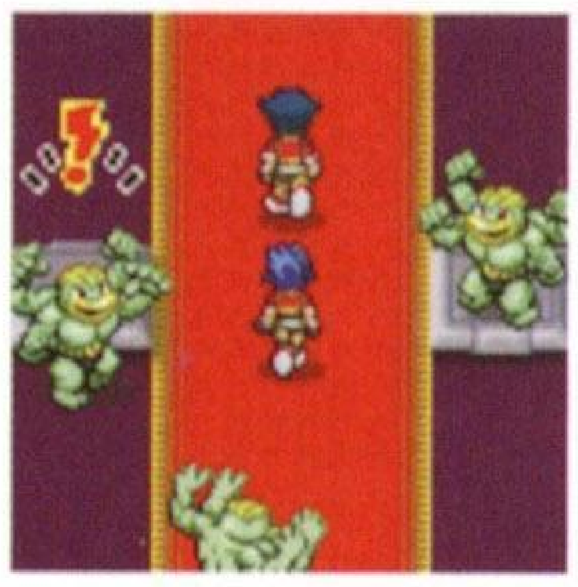
Follow Tiffany into Clyde's room, where he'll attack with the whole Slakoth family. Vigoroth will aggressively attack your Capture Line, so use a Discharge Poké Assist—or better yet, Ralts's Psychic Poké Assist—to capture Vigoroth easily. You can then pick off Slakoth and focus on catching Slaking with wide loops.

13 Go-Rock Quads Garret



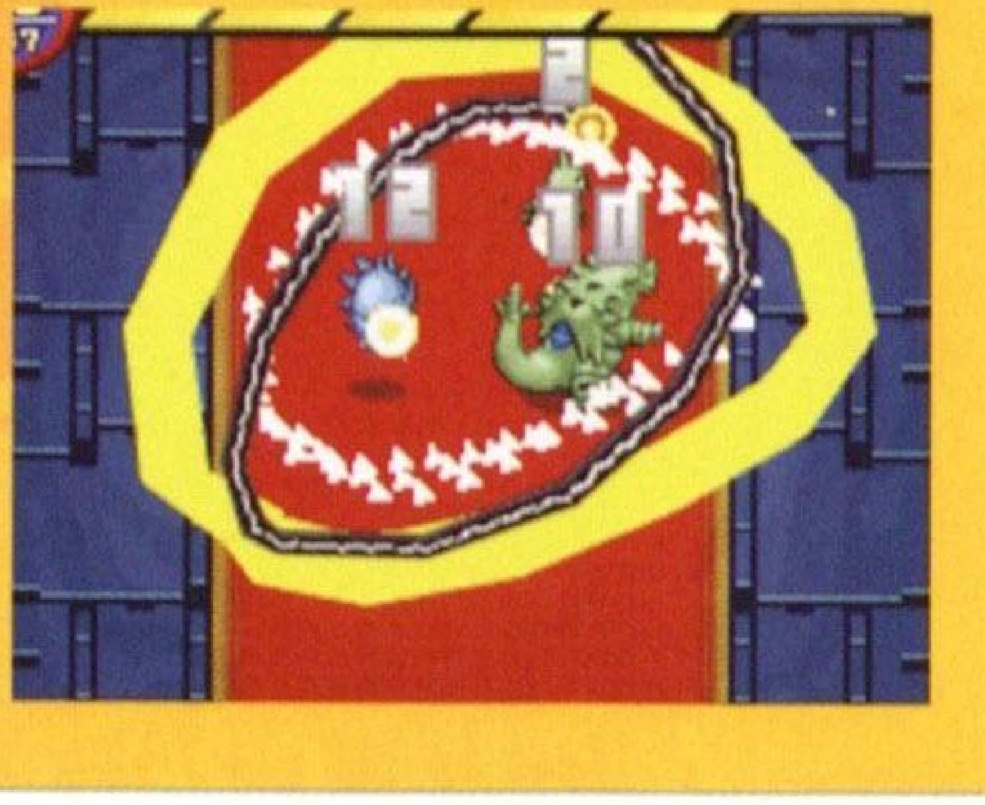
Save your game and recapture generally useful Pokémon like Electabuzz and Mankey before challenging Garret, who will strike with two Scyther and a Scizor. If you caught the Blaziken, its Flame Poké Assist will allow you to catch the two Scyther without anyone jumping into the line, leaving you free to focus on Scizor.

14 Flee the Machamp



Catch both Metang, then head north to a room that's packed with what look like Machamp statues, but are actually living Machamp. If you run straight down the carpet into Billy's room, you'll always be one step ahead of the Machamp. But stopping at the end of the hall and using Metang to catch a few may make the battle ahead easier.

15 Go-Rock Quads Billy



This tough battle is all about using the right Poké Assists. Stun the pack with a Metang and take out weakling Larvitar. Then use a fully charged Minun or Plusle to stun Tyranitar (Pupitar will not be affected). Follow that immediately with a Fighting-group Pokémon like Machamp to make capturing Tyranitar and Pupitar easier.

MISSION COMPLETE

Your distraction gave Spenser enough time to recover the Super Styler, but you won't have long to savor your victory; the compound is coming apart and you need to get out fast! Drop through the pit in Billy's room and run through a cave to reach the mountain ledge where Elita and Cameron are waiting. They'll spirit you back to Wintown, where you'll receive a promotion and your final official mission.

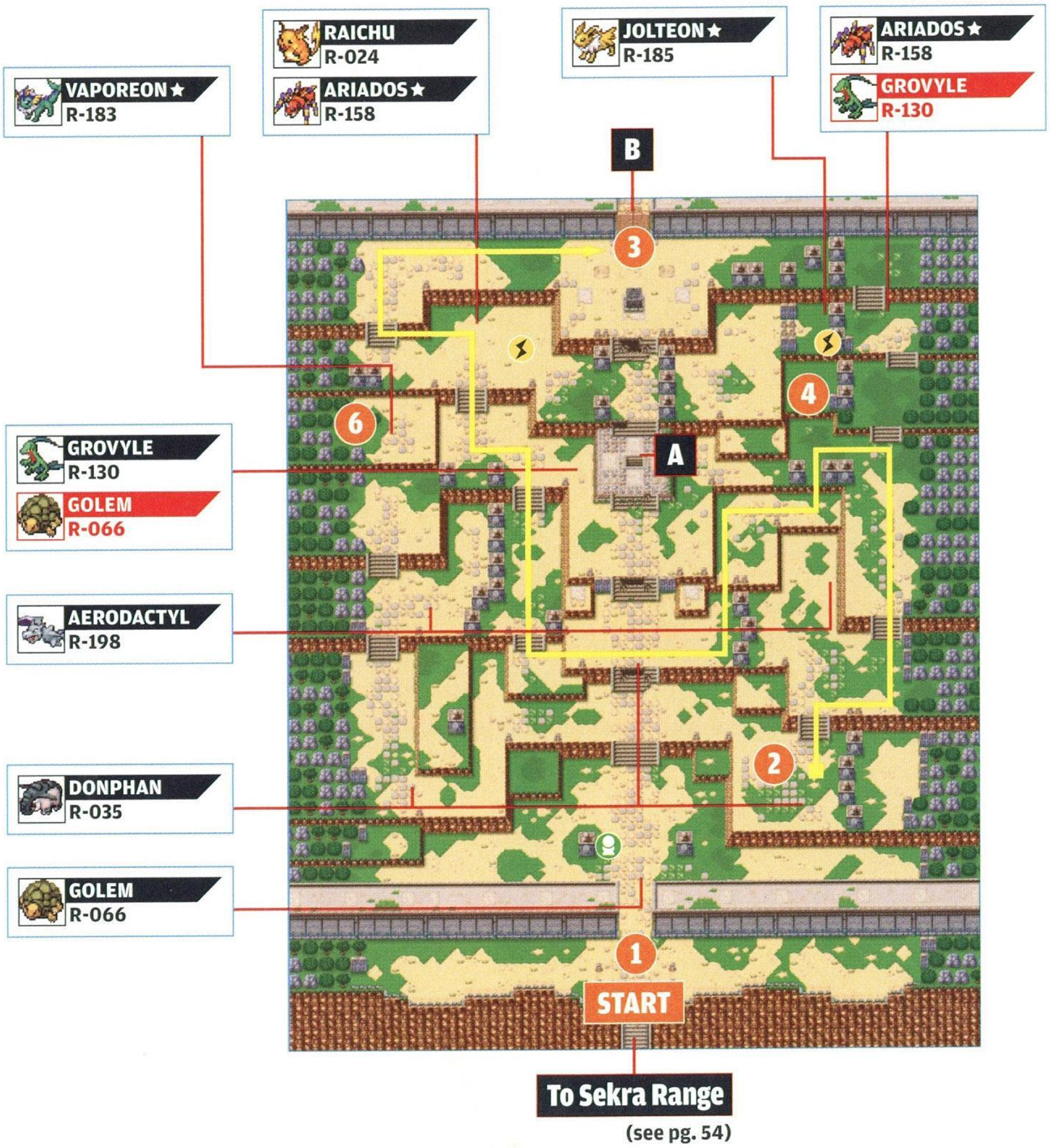
MISSION 10

Fiore Temple

The Go-Rock Quads have been silenced, but boss Gordor remains at large. Foil his final dastardly plot at Fiore Temple.

MISSION OVERVIEW

1. Enter the temple grounds
2. Find a path to the marker
3. Solve the pedestal riddles
4. Capture a Jolteon
5. Capture a Vaporeon
6. Capture a Flareon
7. Go-Rock Grunt fight #1
8. Go-Rock Grunt fight #2
9. Go-Rock Grunt fight #3
10. Defeat Gordor's legendary Pokémon

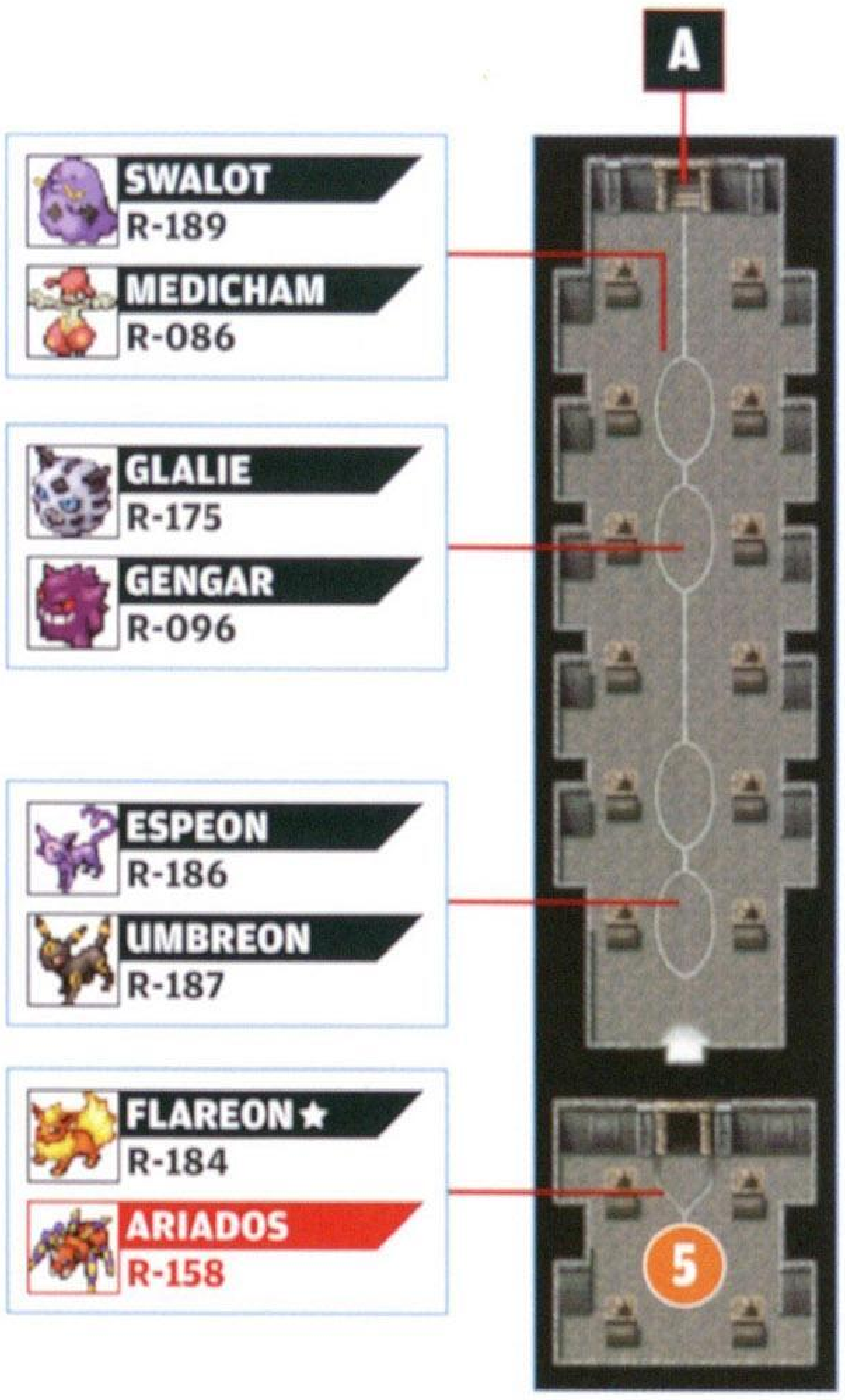

VAPOREON★
R-183
RAICHU
R-024
ARIADOS★
R-158
JOLTEON★
R-185
ARIADOS★
R-158
GROVYLE
R-130
B
3
4
6
A
GROVYLE
R-130
GOLEM
R-066
AERODACTYL
R-198
2
DONPHAN
R-035
GOLEM
R-066
1
START
To Sekra Range
(see pg. 54)

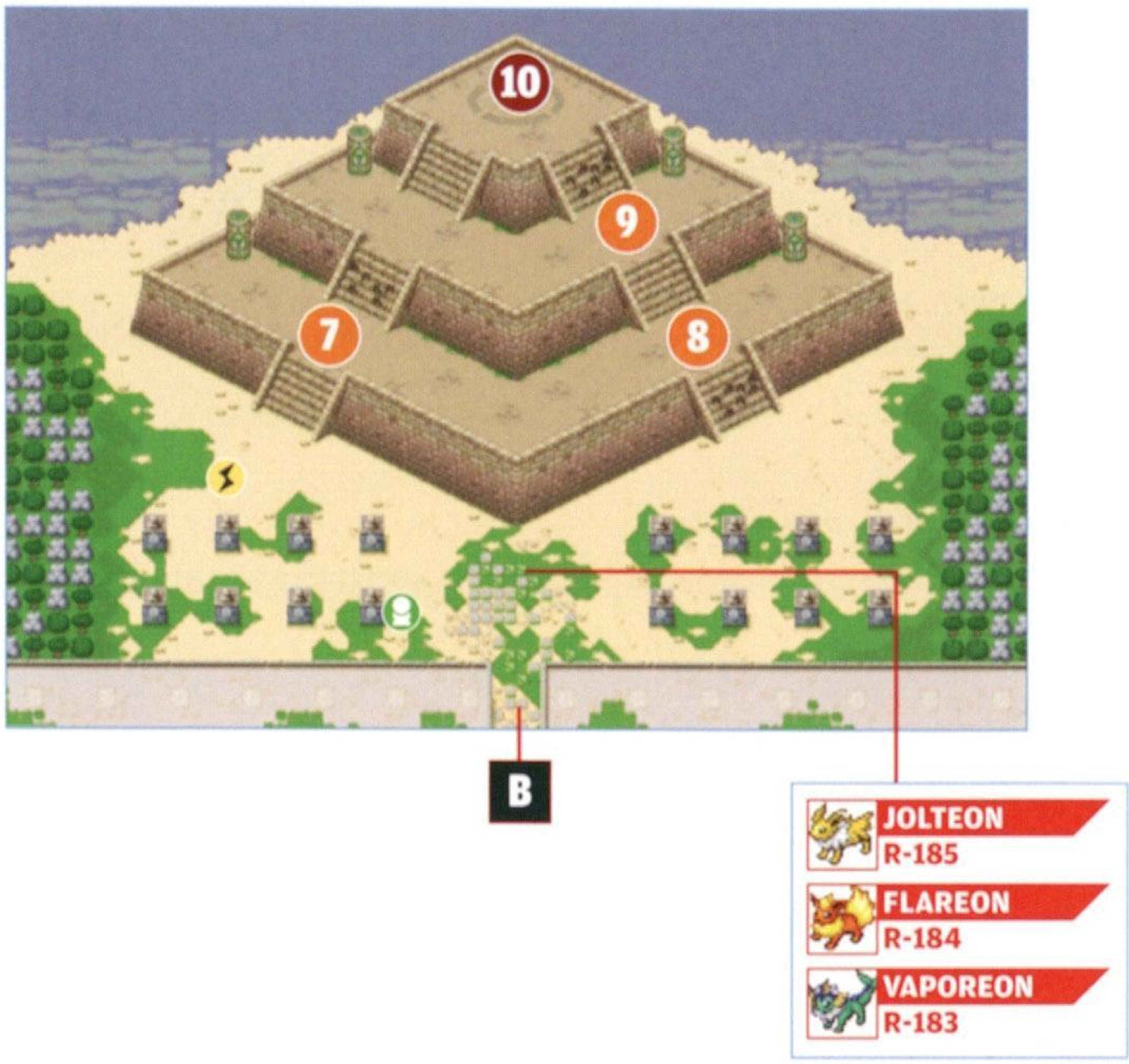
CAPTURE CONDITIONS

BLACK-LABELED POKéMON
Available from the start of the mission

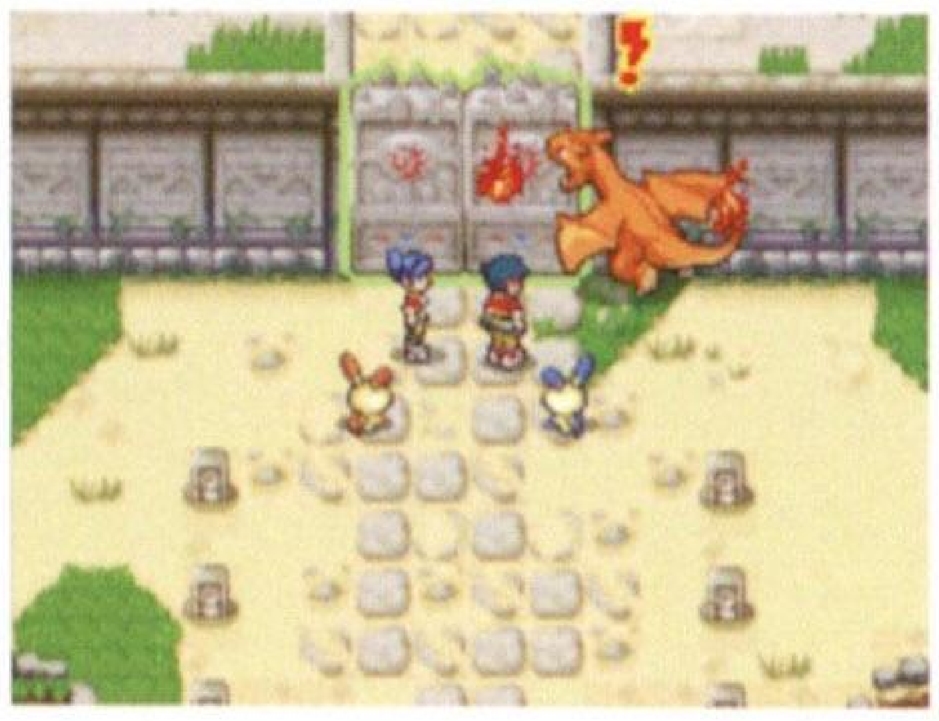
RED-LABELED POKéMON
Available after you beat the game

★
Disappears at the end of the mission





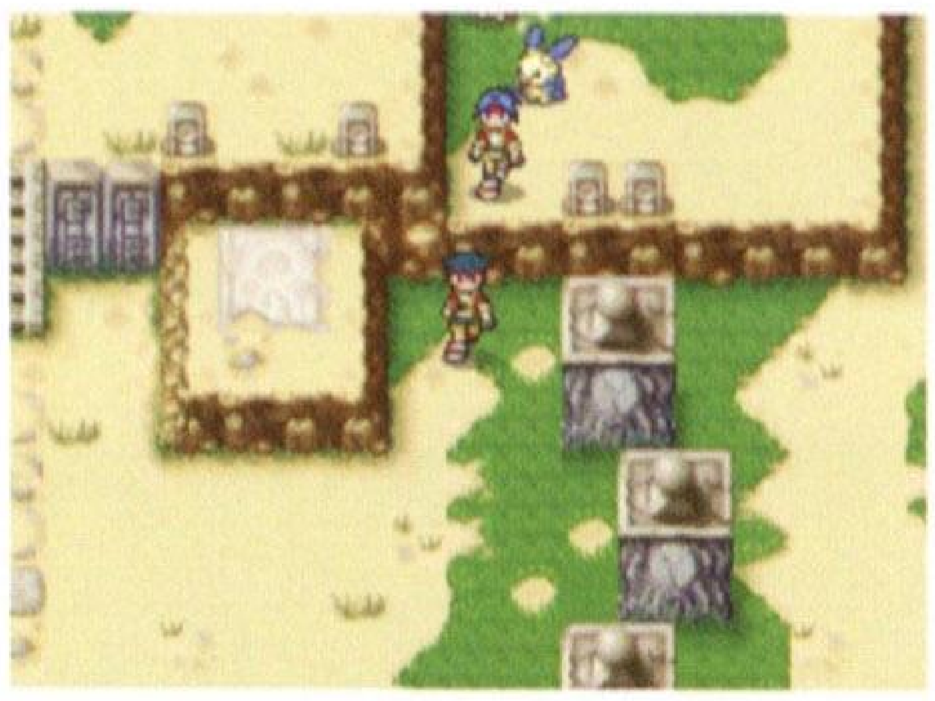
① Enter the temple grounds



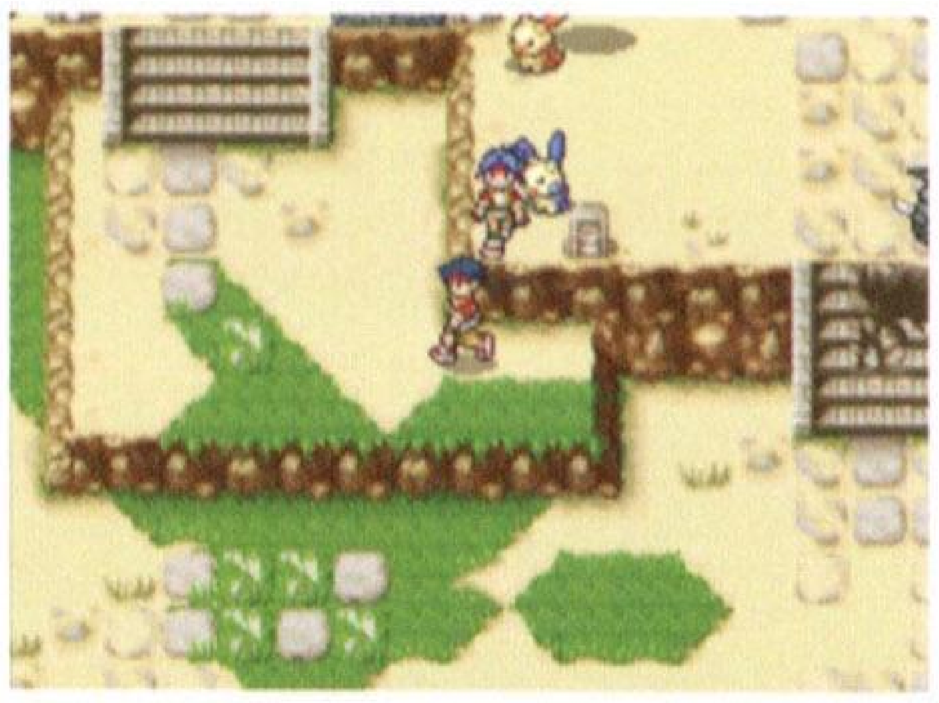
To reach Fiore Temple, make your way back through the Sekra Range. You can now take the path that was previously blocked by a Snorlax, allowing you to reach the now-open Fiore Temple gates with relative ease. Inside, a Grunt will attempt to thwart you by shutting the main entry gate, but Charizard will repay your past kindness by blasting them open for you.

② Find a path to the marker

Many of the Fiore Temple staircases have been ruined, so you'll need to drop from ledge to ledge to reach the few intact ones. Follow the course marked in yellow on the map to reach your destination at point 3. Try to catch a few Ground-group Pokémon on the way, as their Poké Assists will be useful.



Since the second staircase on the main path is broken, you'll need to go around it by dropping from the ledge shown here.

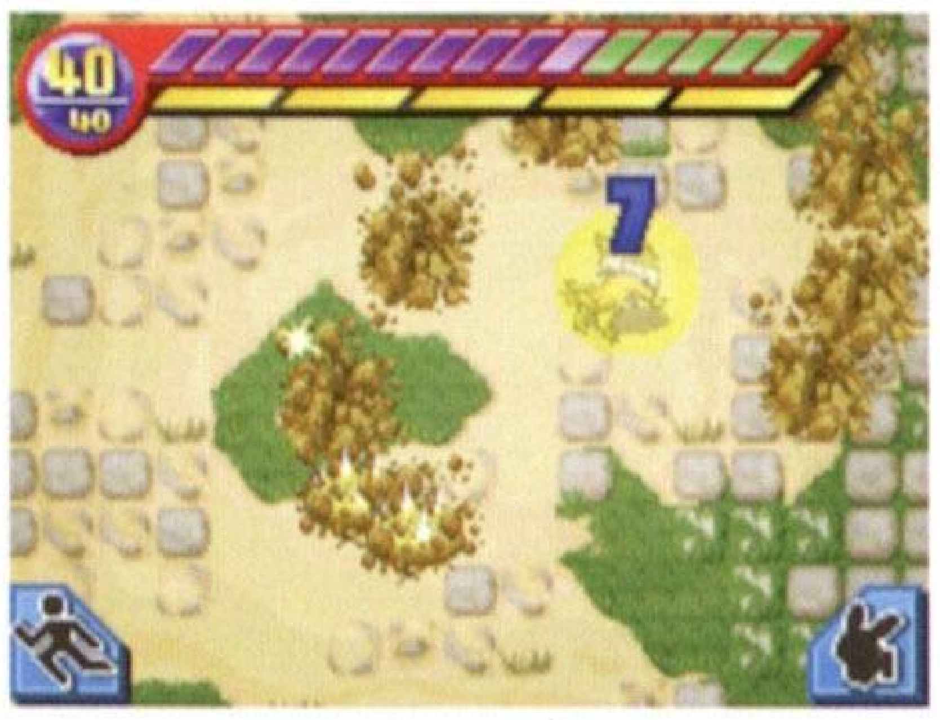


Drop off of the southwest corner of the same ledge. From there you'll find a series of intact staircases that lead north to the top of the temple grounds.

③ Solve the pedestal riddles

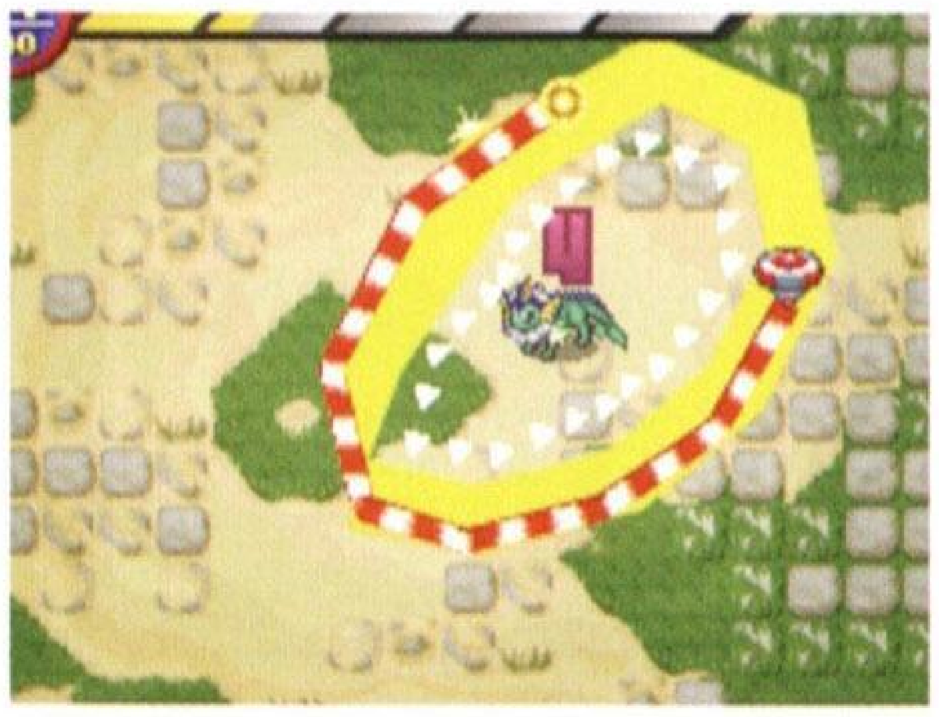
When you reach the marker at the top of the temple, three small pedestals will rise. Tap each one to receive a hint about which Pokémon needs to stand on it, but don't expect to find the Pokémon in your party; these Pokémon have just now appeared in the temple grounds.

④ Capture a Jolteon



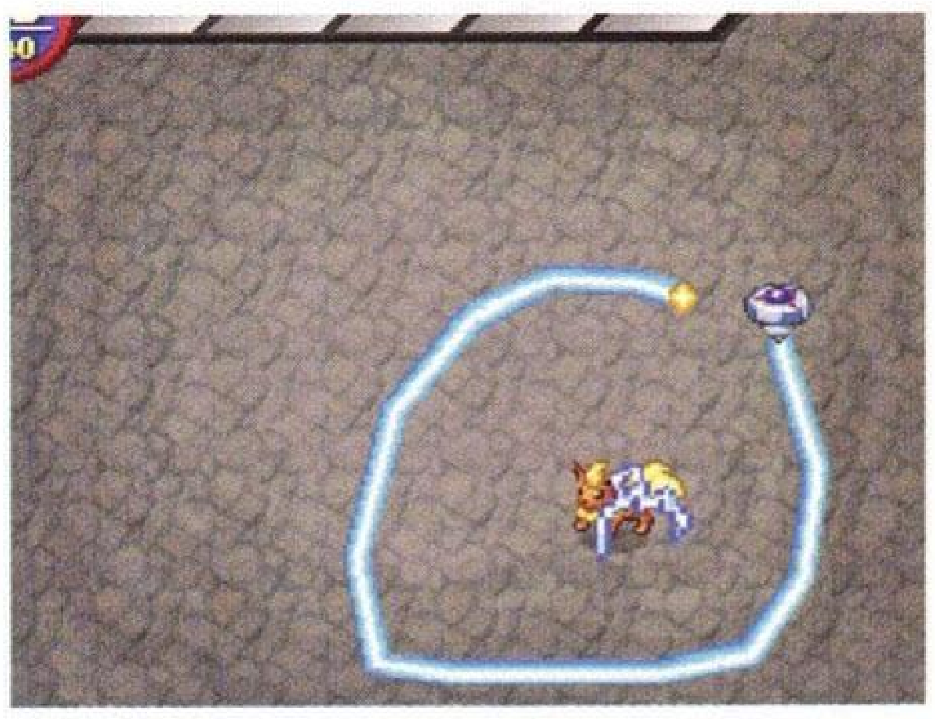
Drop down a ledge to the southeast and then down another ledge directly to the east. There you'll meet Jolteon, the first of the pedestal Pokémon. Jolteon moves quickly and attacks much too frequently to catch between energy bolts. Use a Ground Poké Assist from Donphan to stop Jolteon in its tracks, or you'll be in for a very tough capture.

⑤ Capture a Vaporeon



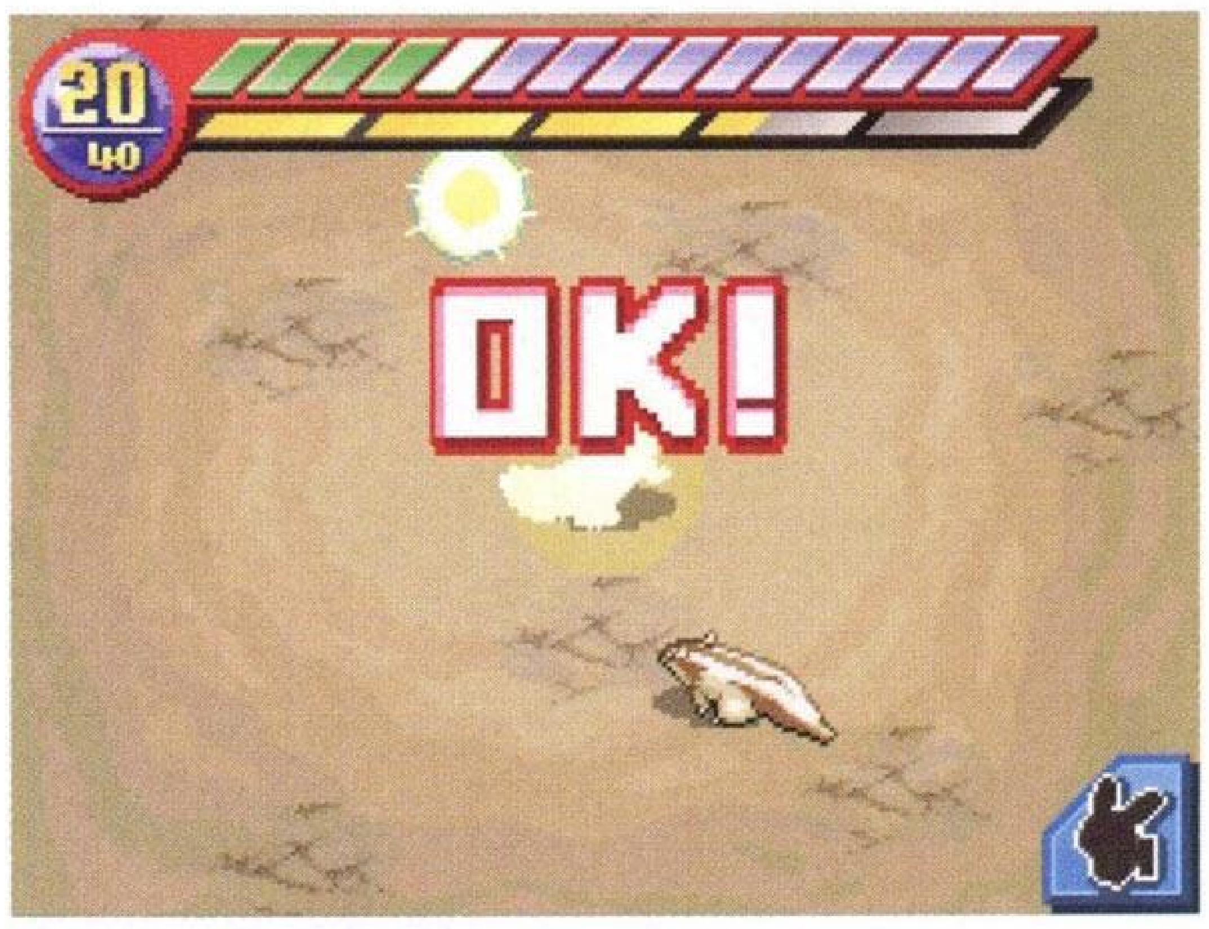
Resume traveling on the route back to the top of the temple, and drop to the ledge below instead of ascending the final staircase. There you'll find a Vaporeon, who will begin attempting to flee as soon as the battle begins. Don't give it a chance; use your partner Pokémon's Discharge Poké Assist to keep Vaporeon stunned while you circle it 12 times. After a successful capture, bring both Vaporeon and Jolteon back to the pedestals and leave them there (by tapping their pedestals) so they can't be abducted by a Gengar as you pursue Flareon.

6 Capture a Flareon



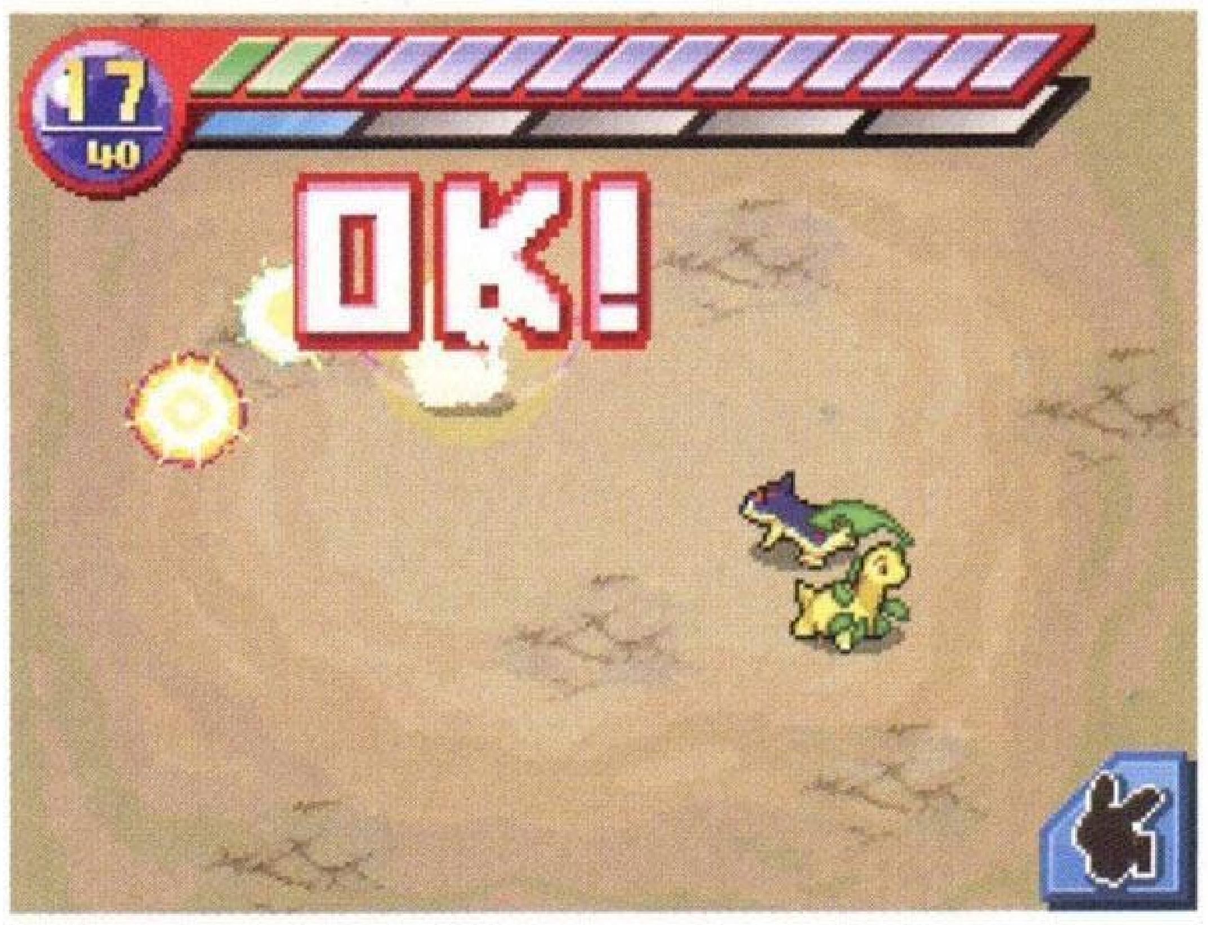
After catching Vaporeon, drop off the ledge to the east, climb the stairs, and drop to an underground tunnel entrance. Make sure you capture the Gengar as you proceed, so they can't steal your party members. If your partner Pokémon hasn't recharged yet, pick up an Espeon and use that to stun Flareon for an easy capture. Lead Flareon back to the pedestals, where it will help open the door to the north.

7 Go-Rock Grunt fight #1



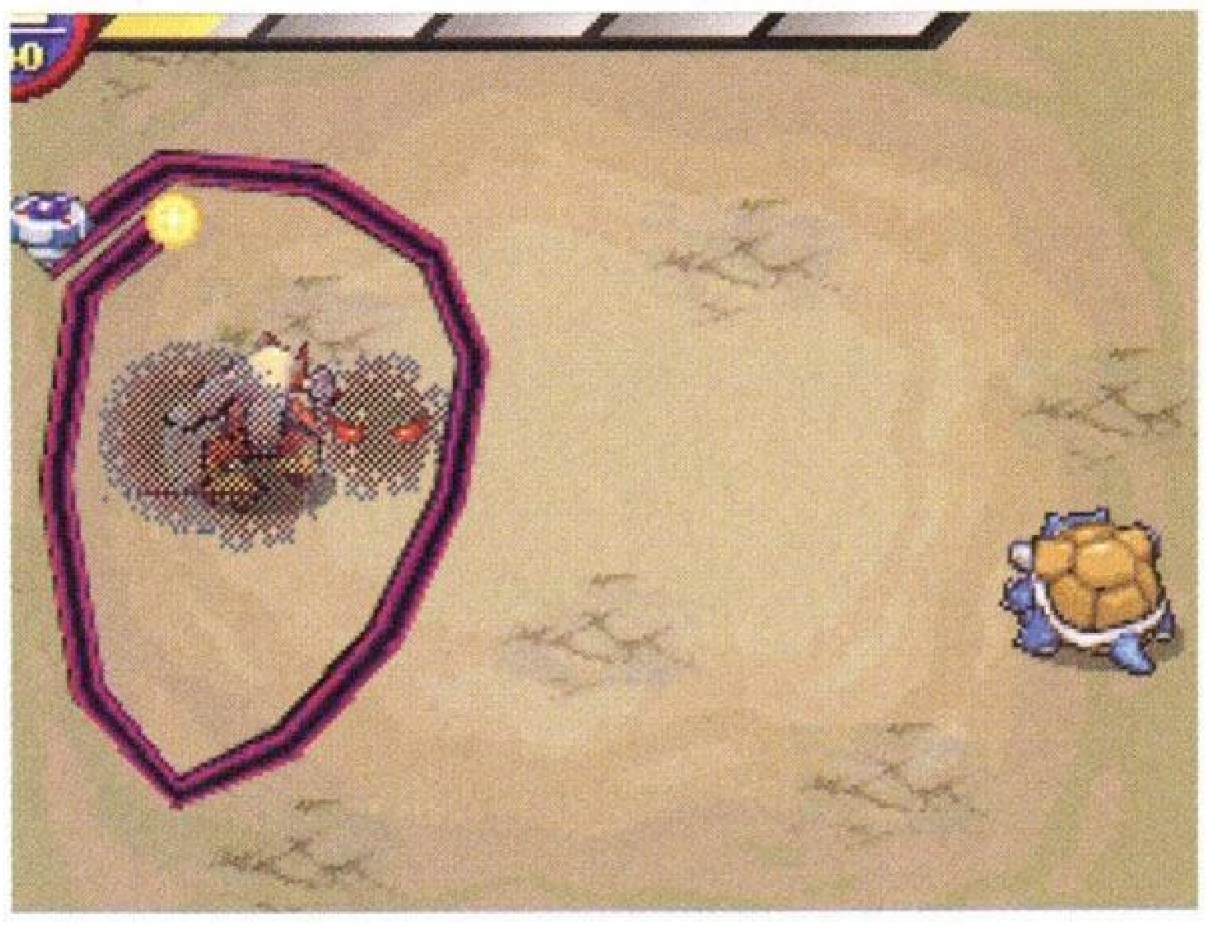
The first pyramid Grunt has three Linoone than run in straight lines across the battlefield. You have a chance to catch them when they pause in the middle of their dashes, but you'll have to be careful to dodge their damaging short-range tackle attacks when your Capture Disc is on the field. If you have trouble, any Poké Assist will help to even the odds.

8 Go-Rock Grunt fight #3



With a diverse mix of groups, no one Poké Assist will be effective against every Pokémon in this battle. Your partner Pokémon will help you capture Croconaw and Quilava, but don't summon your partner until Electric-immune Bayleef is too far away to interfere. When Bayleef is alone, wait till it resumes moving after a series of attacks, then circle it 11 times.

9 Go-Rock Grunt fight #3



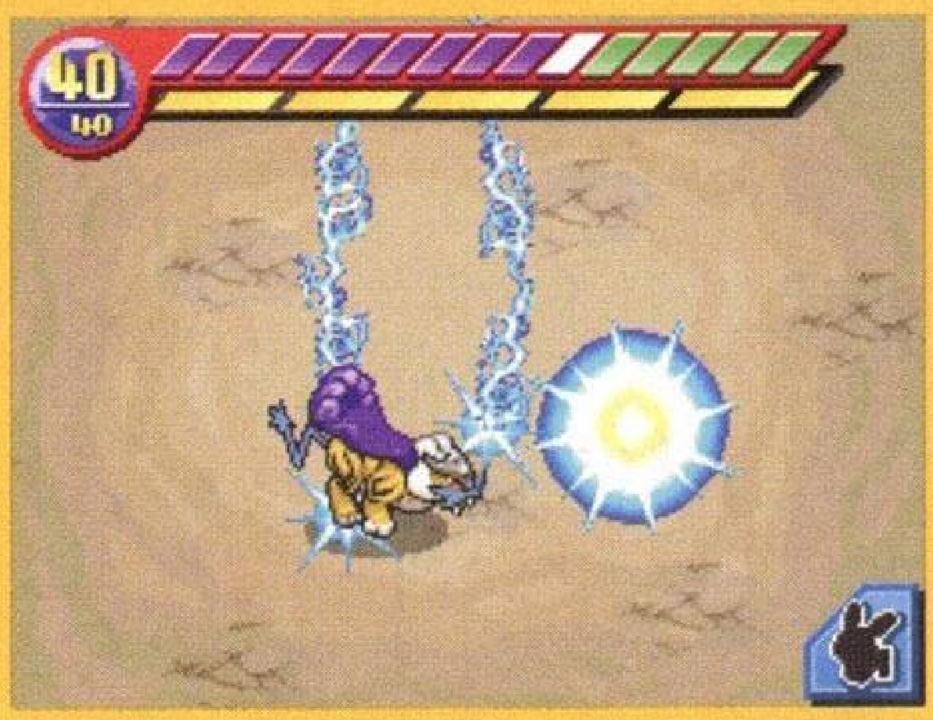
If your partner isn't fully charged, a Ghost Poké Assist from Gengar will be an effective alternative in this tough fight. If Blaziken and Blastoise are separated, loop each one with your ghost-infused line to stun it, then focus on taking out the easier Blaziken first. Even if you run out of time, you should be able to beat Blastoise without a Poké Assist.

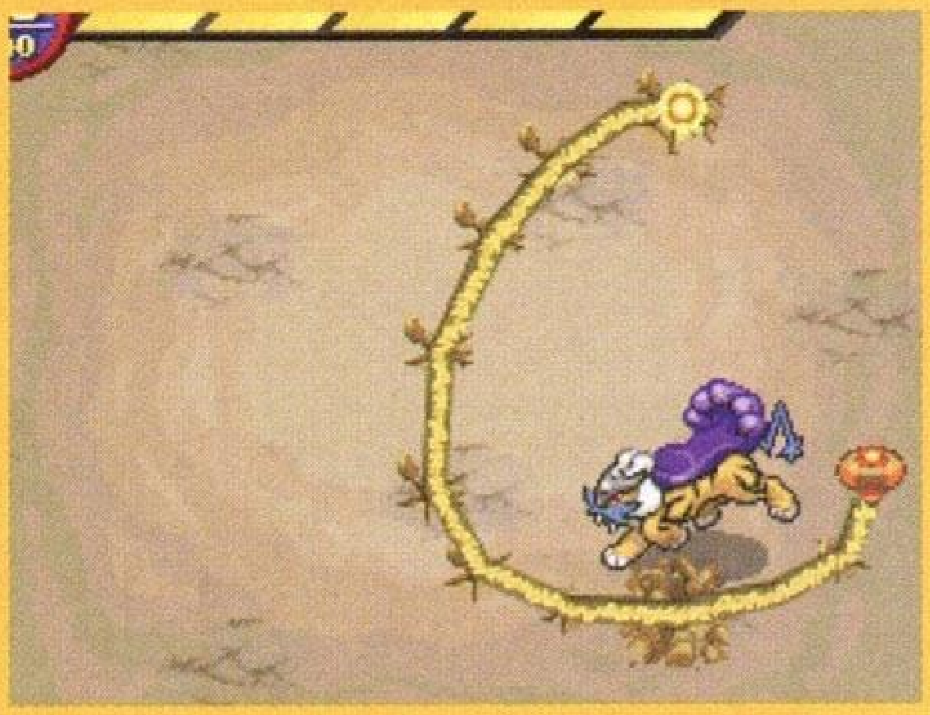
10 Defeat Gordor's legendary Pokémon

After you defeat the Grunts, return to the previous map to capture some Pokémon allies. If your Styler is damaged, grab a Raichu, recharge your Styler, and grab it again. Then catch at least one Pokémon for each boss ahead: Donphan for Raikou, Grovyle for Suicune, and Donphan or Vaporeon for Entei. Bring your fully packed party to the Save Machine before climbing to the top of the pyramid.

Raikou

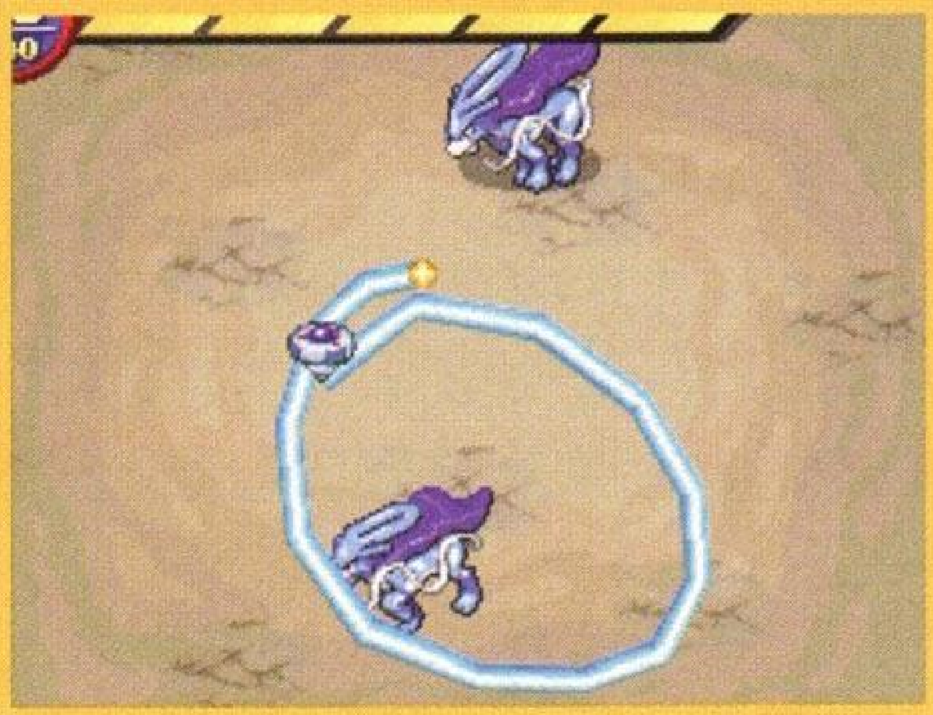
In the first part of this battle, Raikou will use an attack that summons Styler-damaging lightning bolts that remain onscreen for several seconds before fading. Wait until Raikou is away from the bolts before you attempt to capture it, but don't worry if you fail; if you loop Raikou a few times, it will change patterns and begin using a more conventional projectile attack. Looping it 11 times after an attack is difficult, but a Poké Assist from Donphan will make it easier.

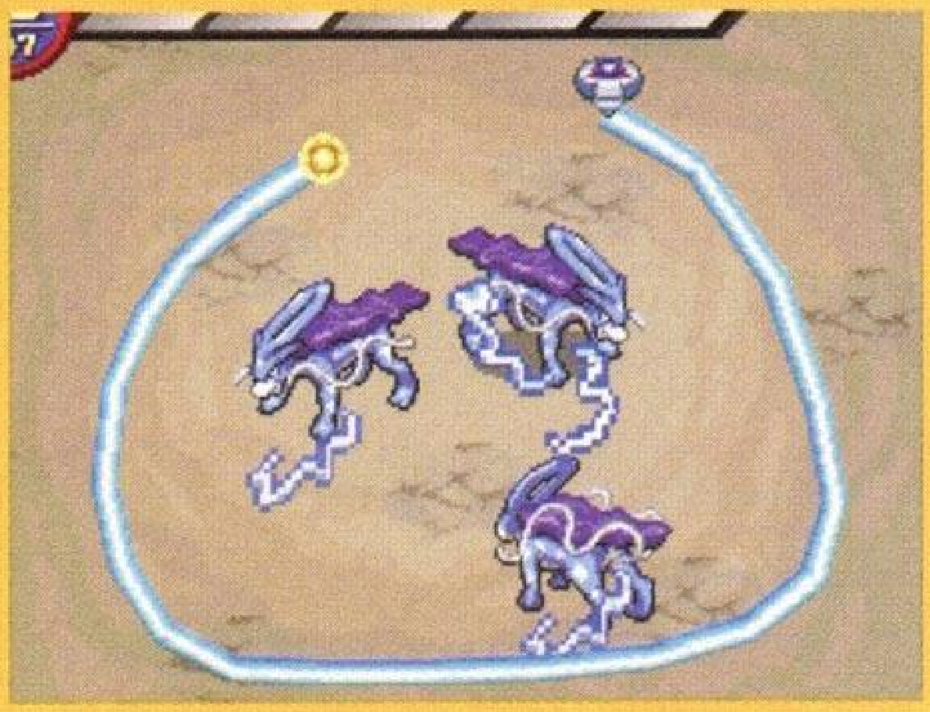




Suicune

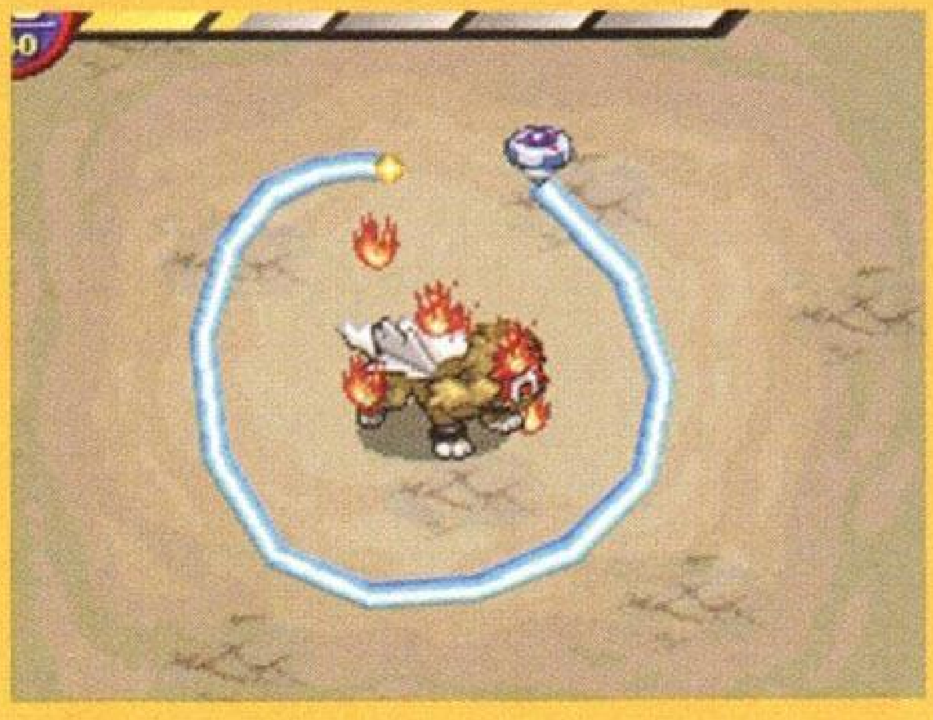
Suicune makes two copies of itself, but it isn't hard to tell who the real Suicune is—it's the only one with a shadow. You can eliminate the fakes by circling them repeatedly, but it won't be long before Suicune summons them back. Your best bet is to wait until Suicine is near the center of the screen and use your partner's Discharge Poké Assist to stun all three. You can then circle Suicune for the win. If you fail, Grovyle's Grass Poké Assist will give you a second chance at victory.

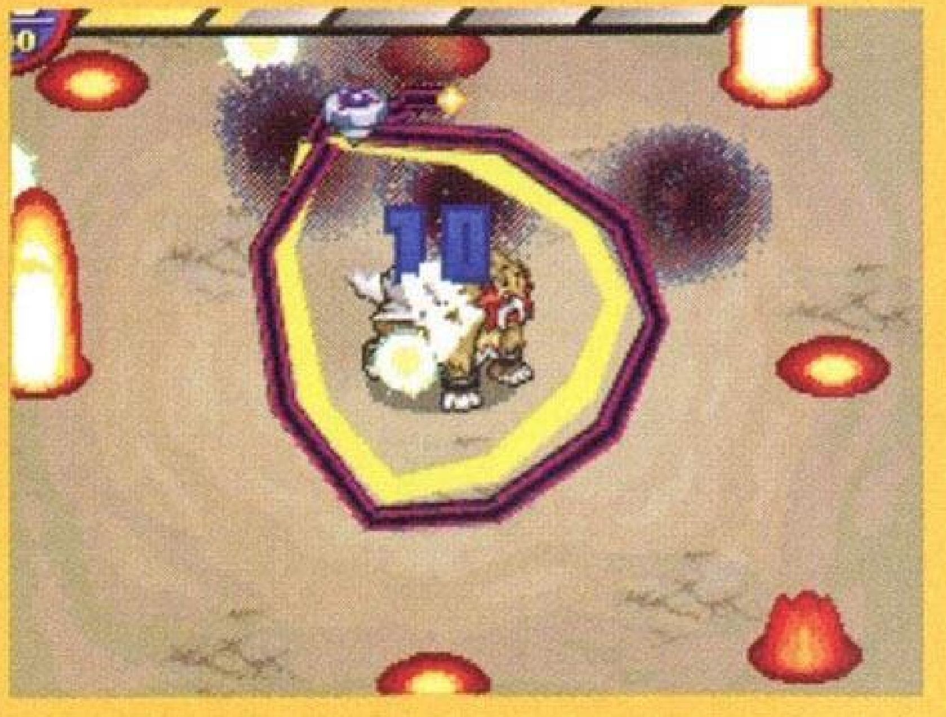




Entei

Entei has learned several new tricks since your last battle. It begins the fight by summoning eight flaming balls that surround it and can damage your Styler heavily. Each successful circle will remove a fireball, so loop Entei once or twice each time it wanders through the center of the screen, where you'll be safely away from the flame jets in the corners. When the fireballs are gone, use a Poké Assist from Vaporeon to catch Entei in a bubble (set the bubbles in the center of the screen so they won't be damaged if the flame jets shift) or use a Ground Poké Assist from Donphan to circle Entei after it attacks.





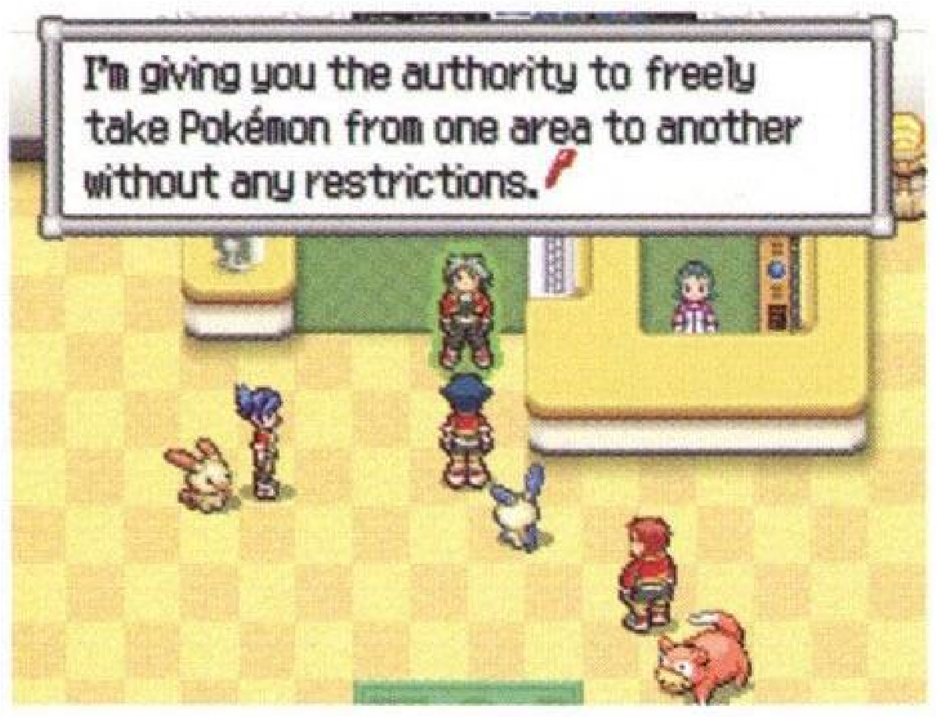
Special Missions and Challenges

Unlocked Areas

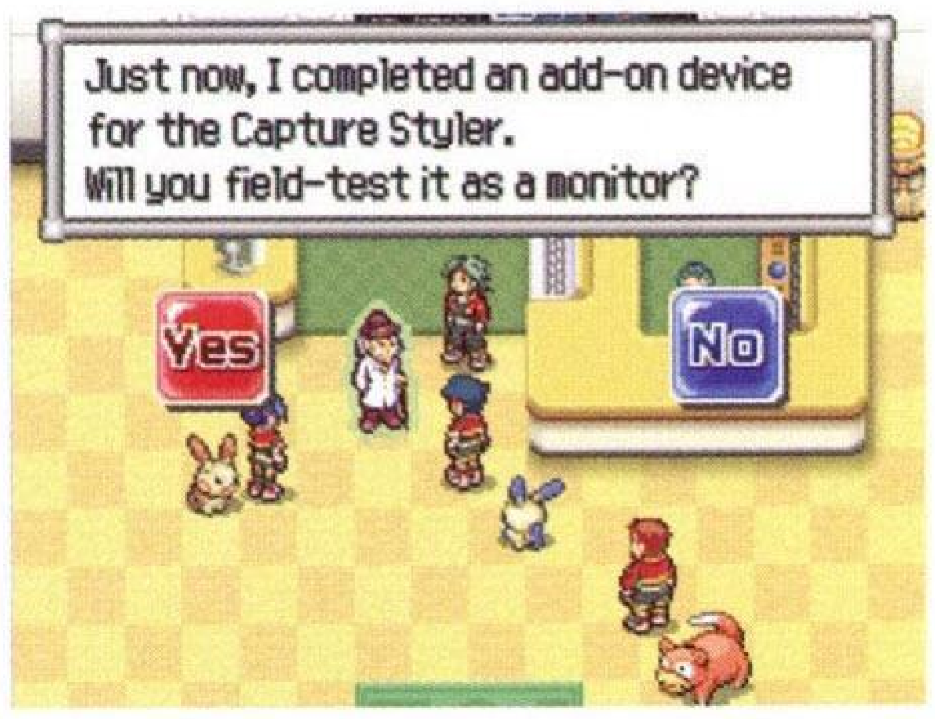
The Go-Rock Squad is finished, but your Browser isn't. Return to the field to catch dozens of new Pokémon!

A new Ranger ability

When you load your save file after you've completed the game, you'll find yourself back in Ringtown, where Spenser will give you permission to remove Pokémon from their natural environments. Prof. Hastings will also upgrade your Styler with a new feature that records various gameplay statistics.



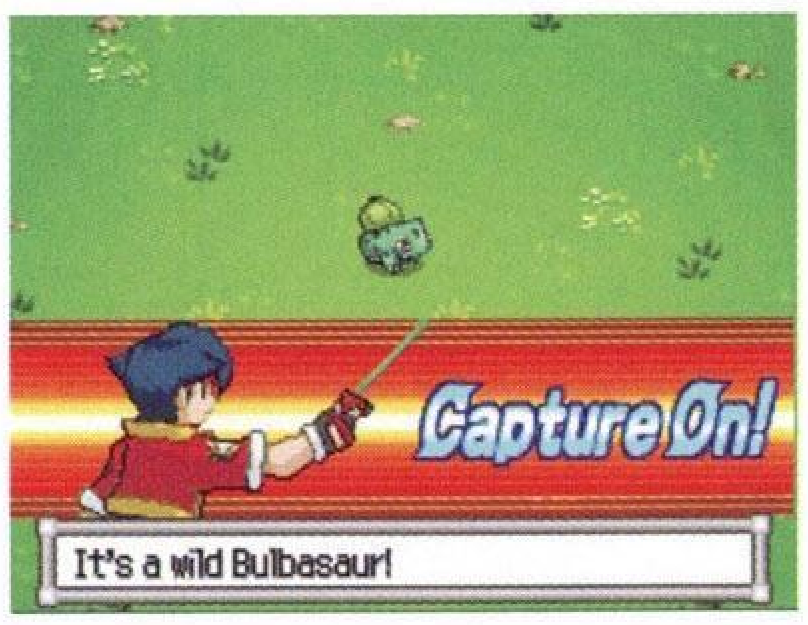
I'm giving you the authority to freely take Pokémon from one area to another without any restrictions.



Just now, I completed an add-on device for the Capture Styler. Will you field-test it as a monitor?

Lyra Forest

Two shrubs in the first part of Lyra Forest can be hacked apart by a Pokémon with the Cut Field Move, such as the Paras in the nearby Krokka Tunnel (see the map on page 35). The Bulbasaur and Combusken you'll find behind the shrubs are rare, but you've probably caught both before.

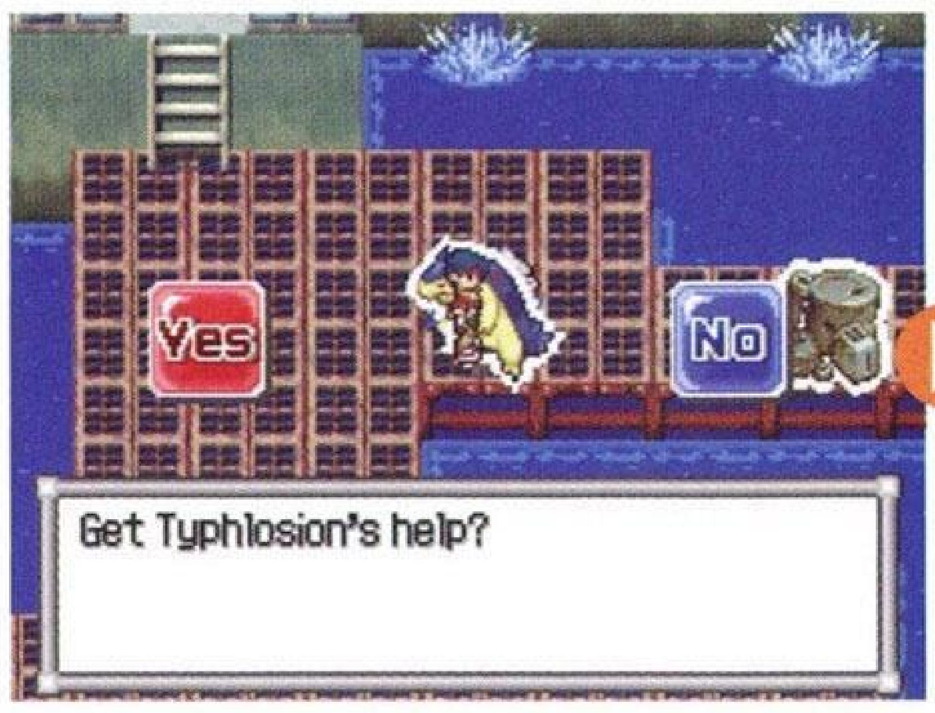


It's a wild Bulbasaur!

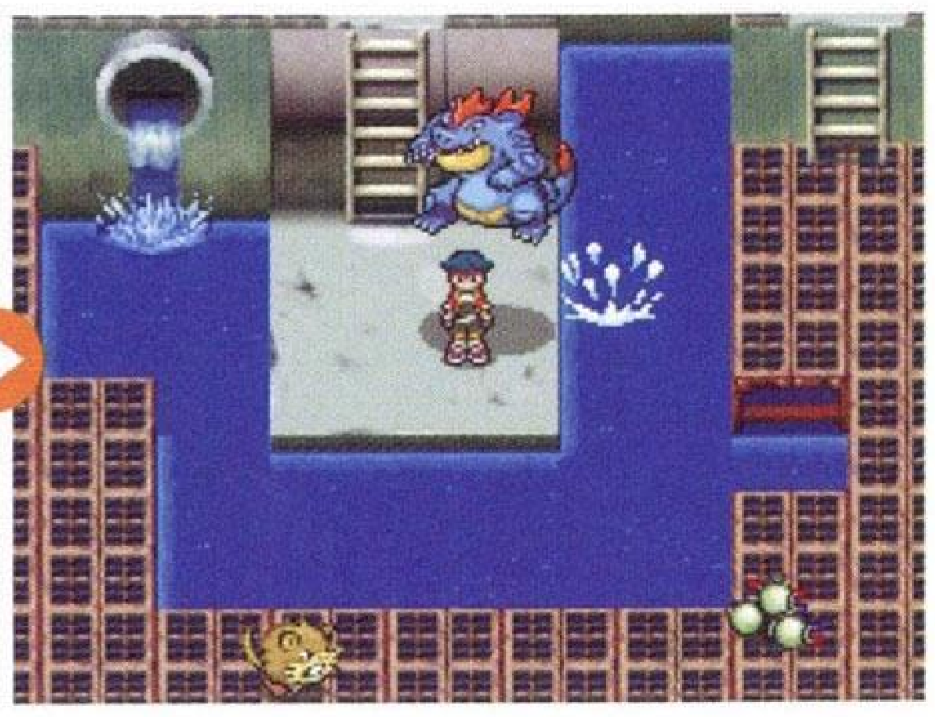
Several new Pokémon now prowl in the part of Lyra Forest where you searched for the lost old man, including a never-before-seen Victreebel and a Shedinja all the way at the end. Bring a Pokémon with the Cut Field Move so you can catch a Typhlosion on the way (it's in the cave past door F on page 36).

Fall City Waterworks

Feraligatr is the only truly new Pokémon in the Waterworks, but a few Pokémon that have appeared only in boss fights (like Rattata and Muk) now run wild there. To reach Feraligatr, bring a Pokémon with the double-Burn Field Move as well as a Tangela, follow the old path all the way to pipe K (see the map on page 27) and use your Pokémon to torch the garbage cans.



Get Typhlosion's help?

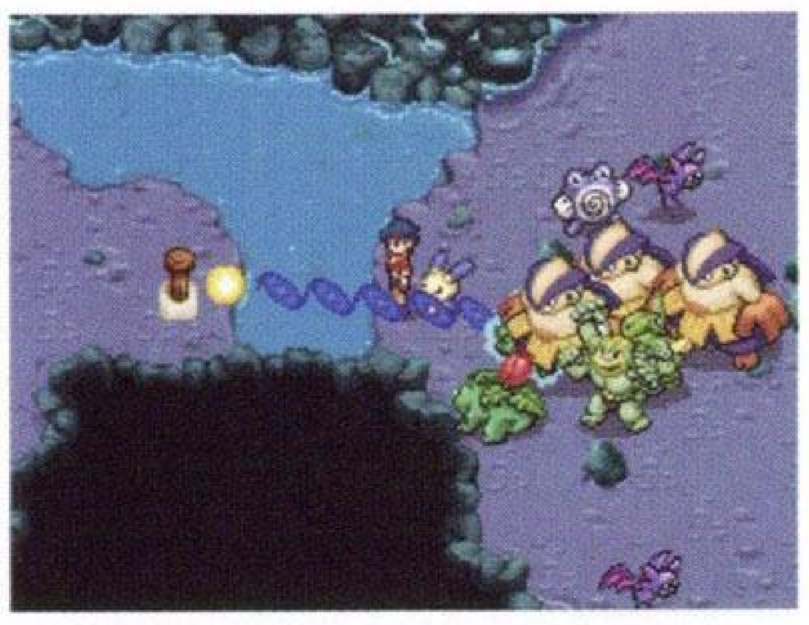


Olive Jungle

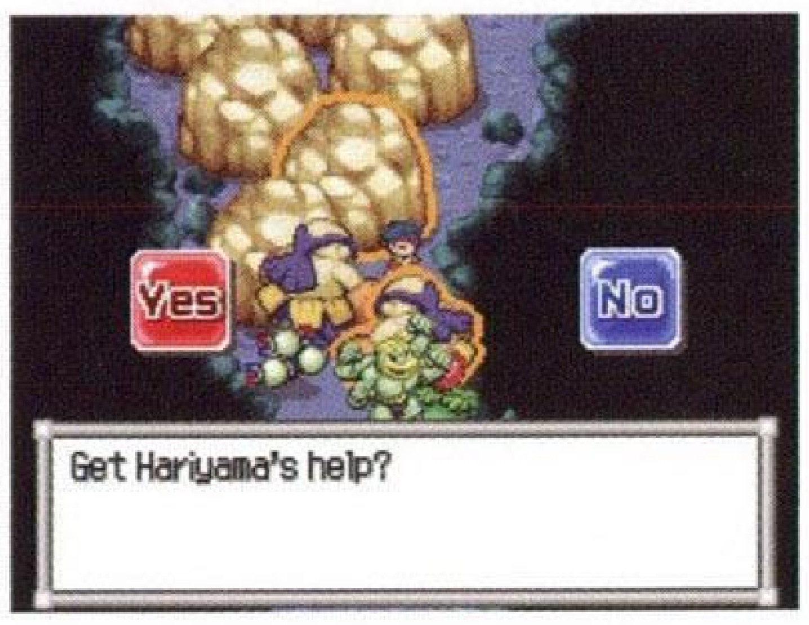
Bring a Pokémon with a double-Gust Field Move (like Golbat or Swellow) when you revisit Olive Jungle. Use it to reveal a Gloom near the temple, and catch a new Meganium on the way. See the maps on page 30 and 47 for details.

Krokka Tunnel

If you want to get all four of the new Pokémon here, you'll need to bring in a double-Gust Pokémon, a double-Cut Pokémon, and two Pokémon with the Cross Field Move. Grab a Torkoal on the way to the Hariyama room, where you can use your double-Gust Pokémon to reveal a Parasect. Release Parasect and Torkoal and capture four double-Crush Pokémon (like Hariyama and Graveler) before you use a Cross Field Move to cross the water to a new area (marked N on the map on page 33).

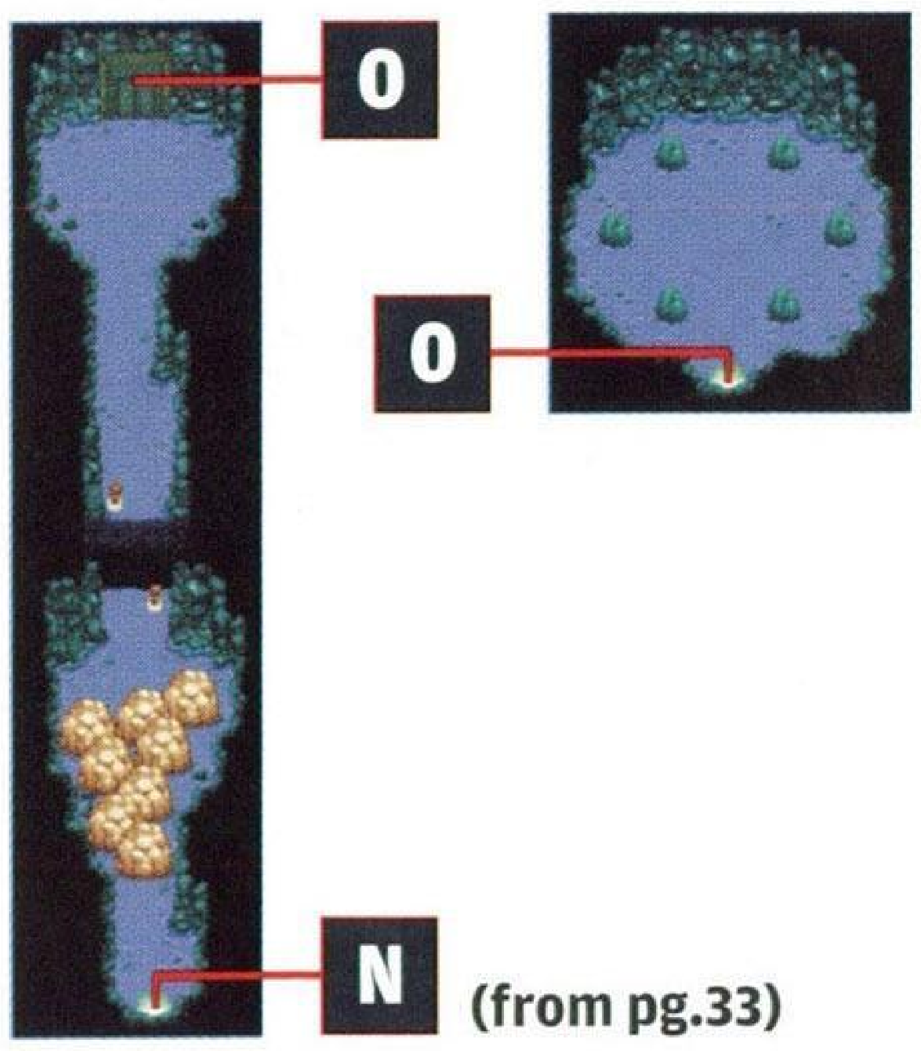


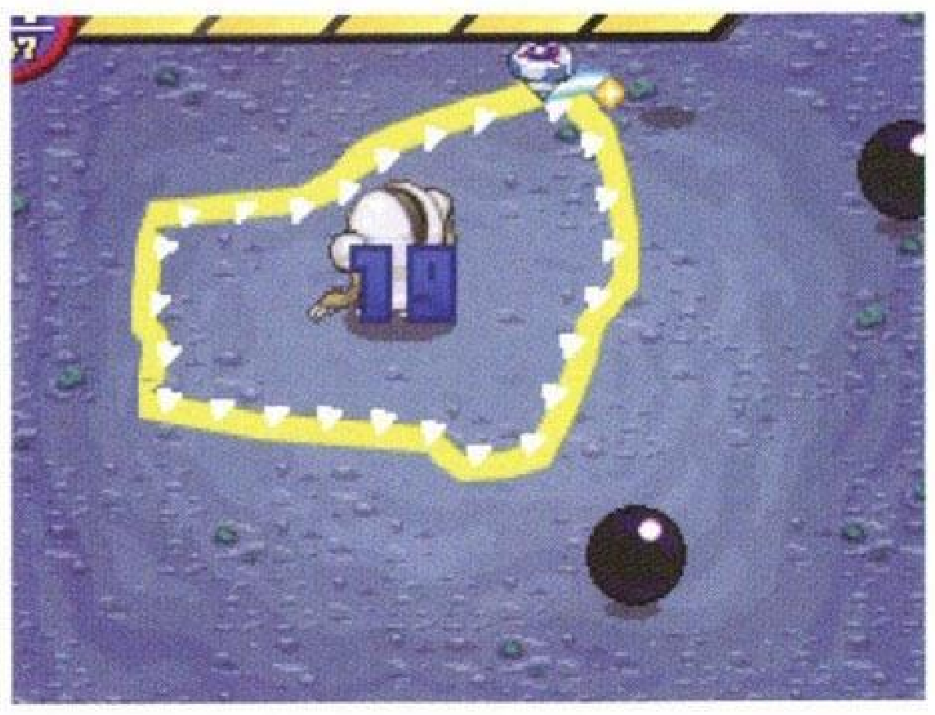
Make sure your party has four Pokémon with the Crush Field Move, two Pokémon with Cut, and two with Cross before you traverse the water to the west. On the other side, don't smash the boulder to the south; you need all four Crush Pokémon in the area past door N.



Get Hariyama's help?

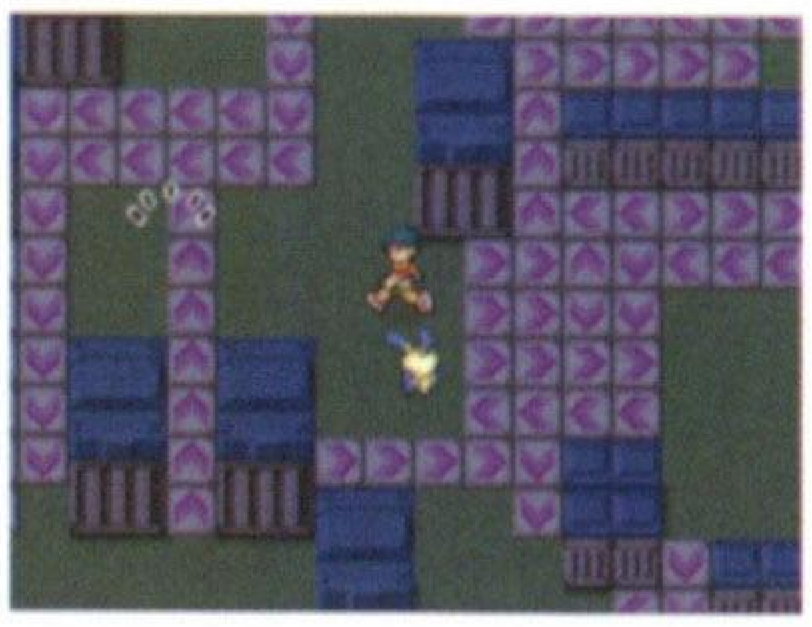
Double-Cut through the metal gate that blocks door N. Then use your Crush-equipped Pokémon to destroy the four rocks along the right wall and clear a path through the rock field. Use your last Cross-equipped Pokémon to get over the gap.



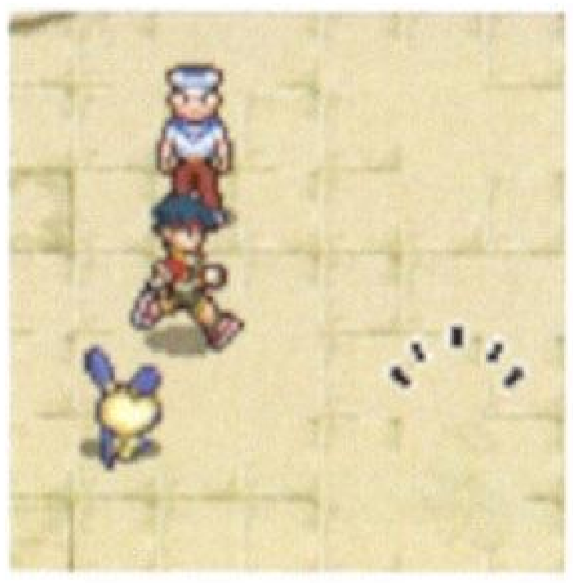


Battle Registeel beyond the gap, avoiding its falling iron balls. Charge your partner Pokémon to the max, and use it to hold Registeel in place for the 20-loop capture. Capture a Tangela to get back across the gap, then use Registeel to smash the giant boulder to the south. Beyond that you'll find the tunnel's fourth and final exclusive Pokémon, Dugtrio.

Dusk Factory



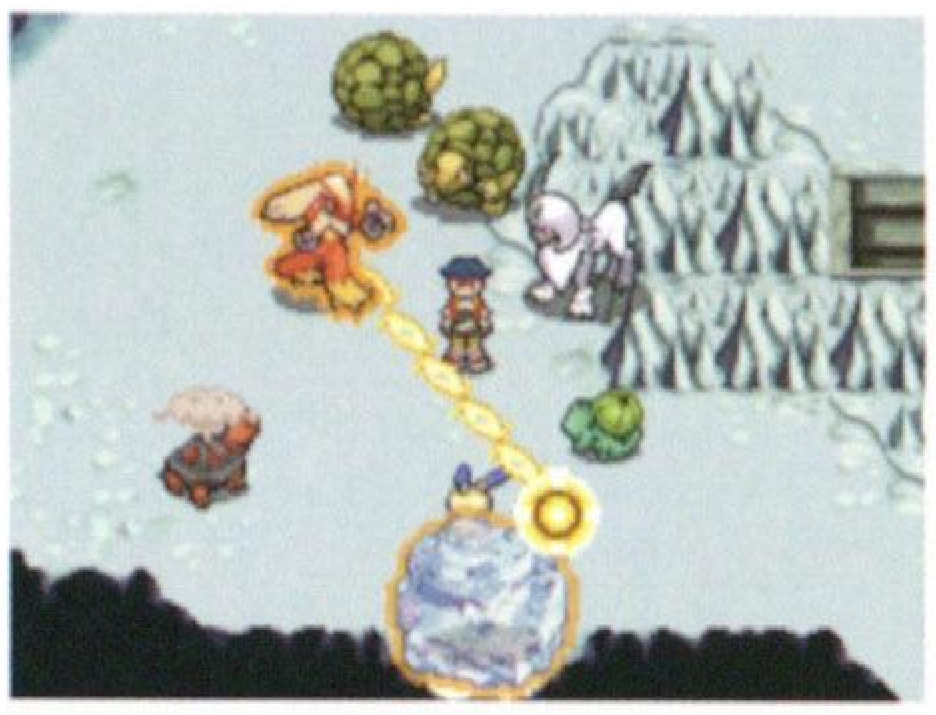
You can now catch Haunter in the Fall City Dusk Factory (see page 44), as well as the elusive Porygon. To find Porygon, enter through the now-unlocked front door (Q) and pass through door O to reach the room with the deactivated conveyor belts. Porygon is hiding in the center of the room, but it's almost completely invisible.

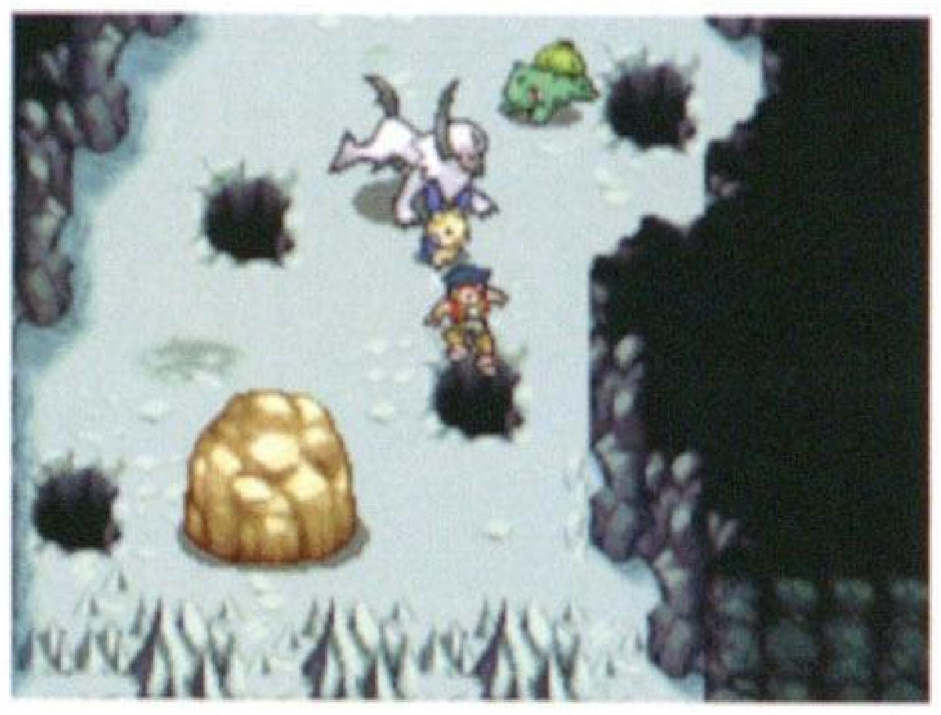


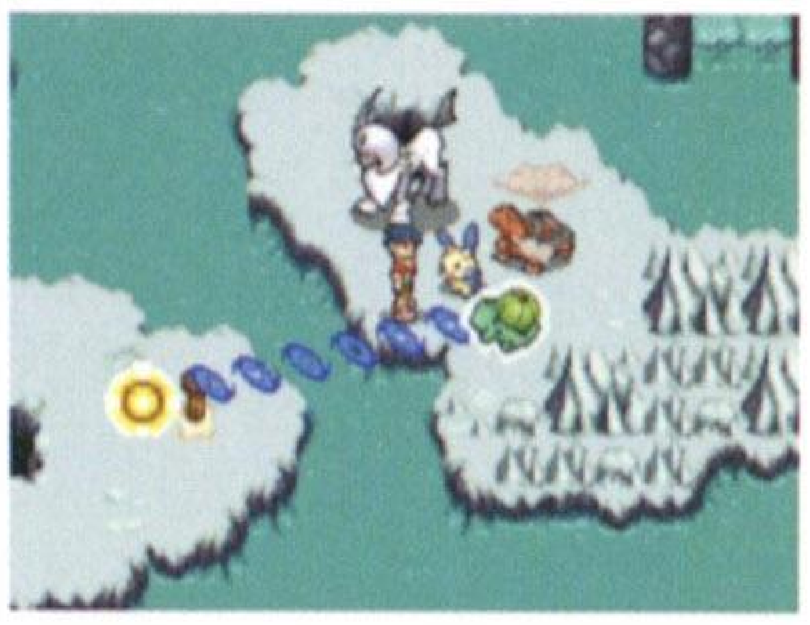
Porygon isn't the only invisible Pokémon in the area. Return to the section of Fall City where you saw the Machoke being abused, past the gate you cut to chase a Skitty. You can either walk around until you stumble into Kecleon, or you can wait patiently until three lines appear around its invisible head, and run at that location. Kecleon remains invisible on the battlefield, but it reveals its location whenever it attacks.

Panula Cave

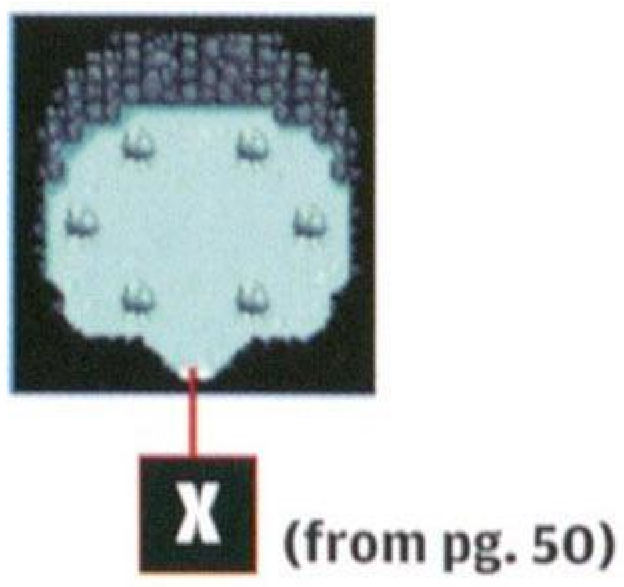
Panula Cave is home to three new Pokémon, including a well-hidden Regice. Getting all three in one trip will require a bit of preparation—first grab a Pokémon with the Cross Field Move (Ivysaur in Lyra Forest is the easiest), then catch a triple-Burn-equipped Blaziken on the route from Fall City to Krokka Tunnel. Enter Krokka Tunnel and make your way through door E (see the map on page 32). Cross into Panula Cave and head south, where you'll find Absol, the first of the three new Pokémon. Drop down the ledge and make your way back to the Piloswine room, taking the same basic route you did the last time you were here. Catch a new Exploud as you travel through doors F,G, H, I, O, and P (in that order) to reach door W (see the maps on pages 49 through 51). Have Blaziken melt the ice in front of the door, then catch a Golem or a Medicham in the same room. In the next room have Golem or Medicham destroy the boulder on the right. You will reveal a small hole, which is the only one in the room that will take you where you want to go.

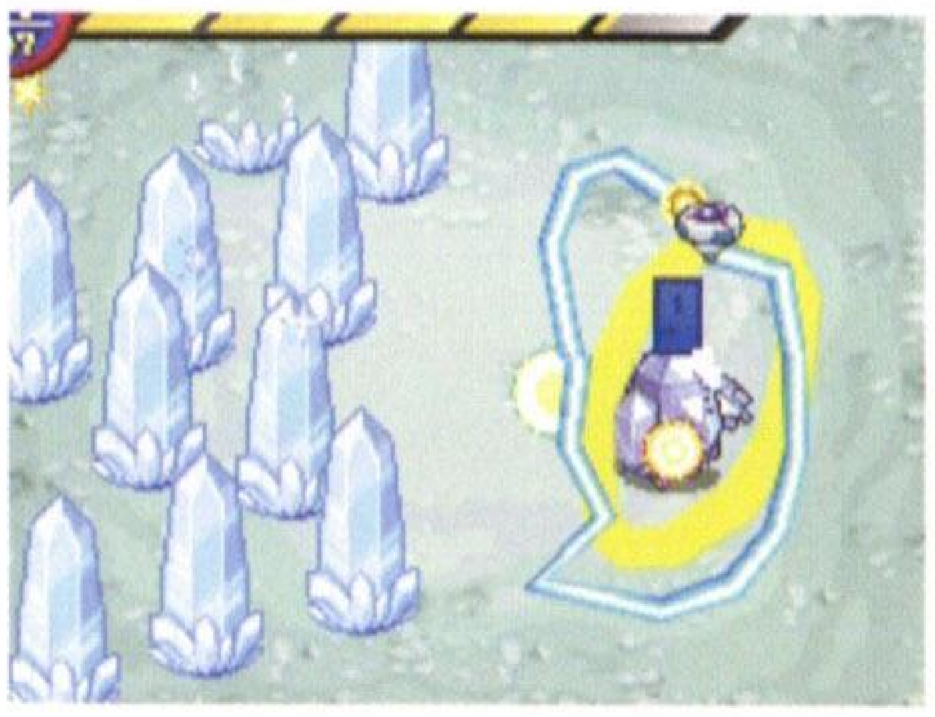






When you land, don't drop through the nearest hole; instead use Ivysaur to cross to a different hole to the west. Drop through that to land at Regice's room.

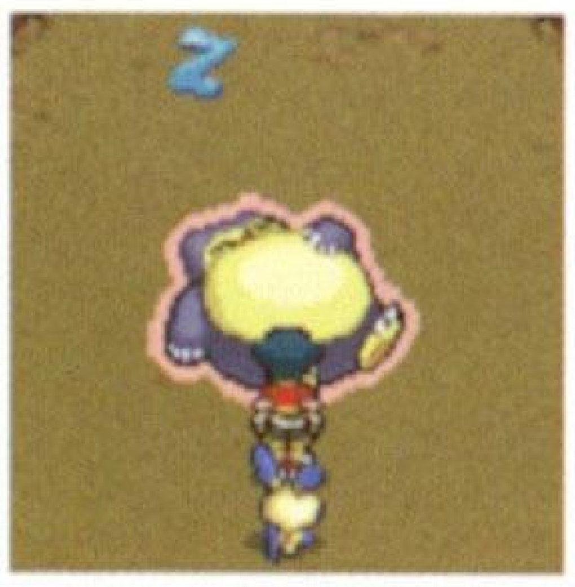




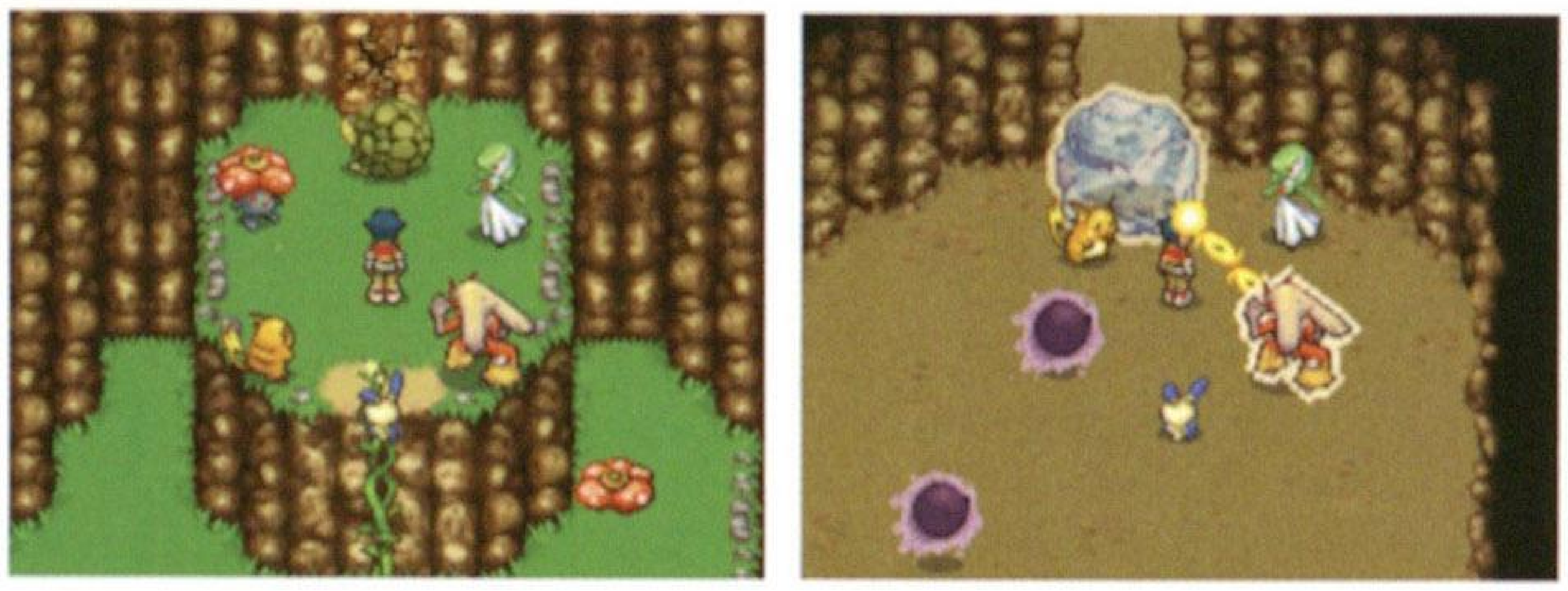
Regice's attack fills one side of the screen with Styler-damaging ice spires. You can loop it safely only when it travels to the other side, but it may not stay there for long! A Fire Poké Assist from Torkoal or a Fighting Poké Assist from a nearby Medicham will make it much easier to finish Regice while it's on the safe side of the screen.

Sekra Range

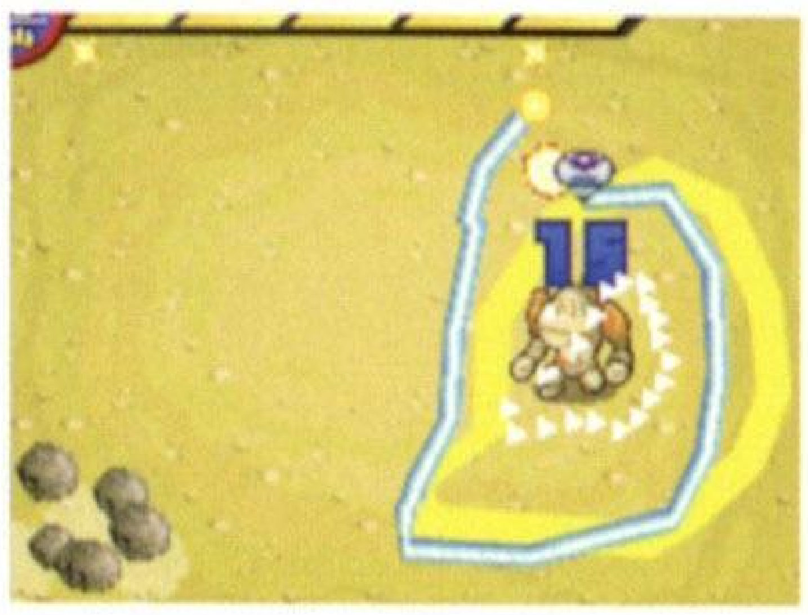
Return to East Road and recapture Blaziken. You'll need many Pokémon to reach Regirock—but except for a triple-Burn Pokémon, all can be caught locally. As you return to Sekra Range and head north, capure Poliwag and Altaria, and don't miss the new Gardevoir at the base of the mountain. Proceed toward the Fiore Temple gates, and catch a pair of Golem on the way.



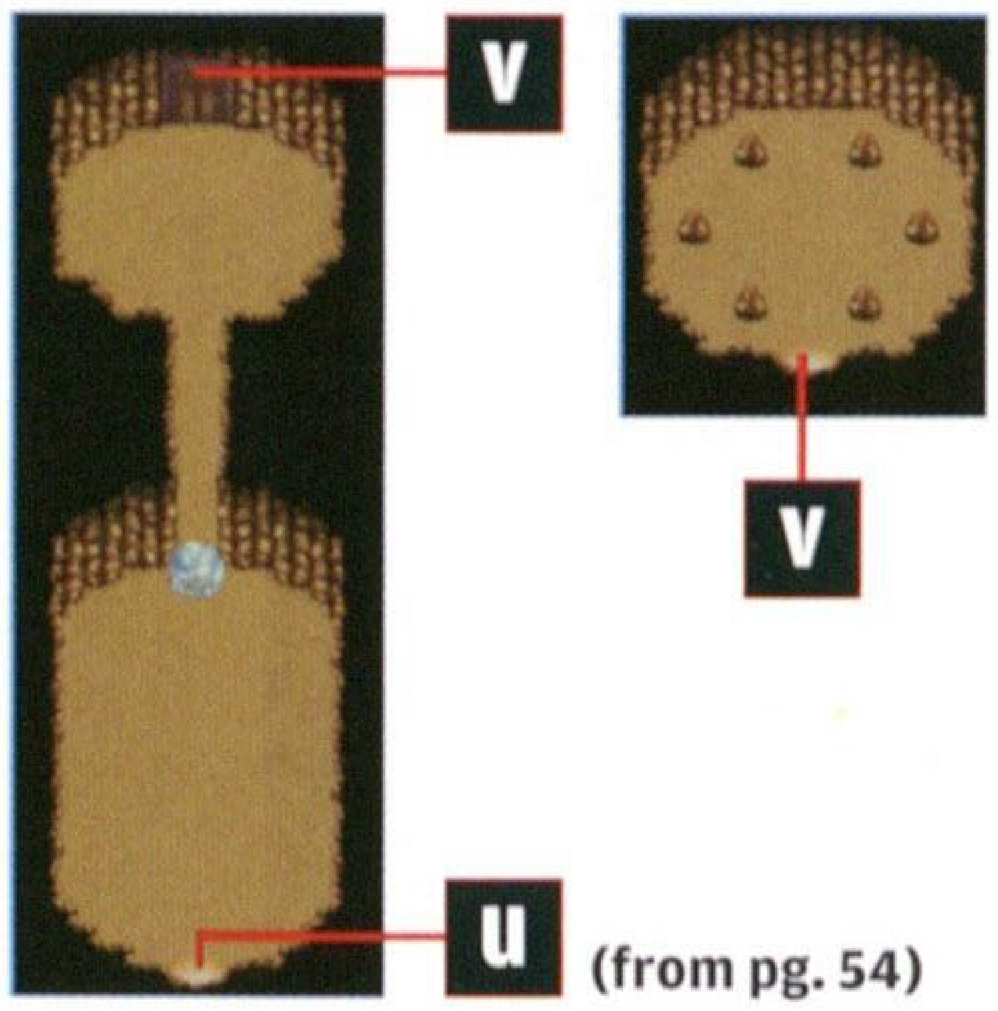
At the base of the mountain, near the burned forest, you'll find a small cave where Snorlax has come to snooze. You won't be able to challenge Snorlax in battle until you've filled your Browser completely, so come back then and catch Snorlax to witness a very special event.



Use Altaria's Gust Field Move to blow the flower near the boulder and reveal a Vileplume. After capturing that, have Golem smash the boulder, and use Poliwag to water the sprout that was trapped behind it. Climb the vine to a blocked door, and have Golem smash it down. Inside, use Blaziken to melt the ice ball before Gastly can abduct Blaziken. The path to Regirock is now clear!



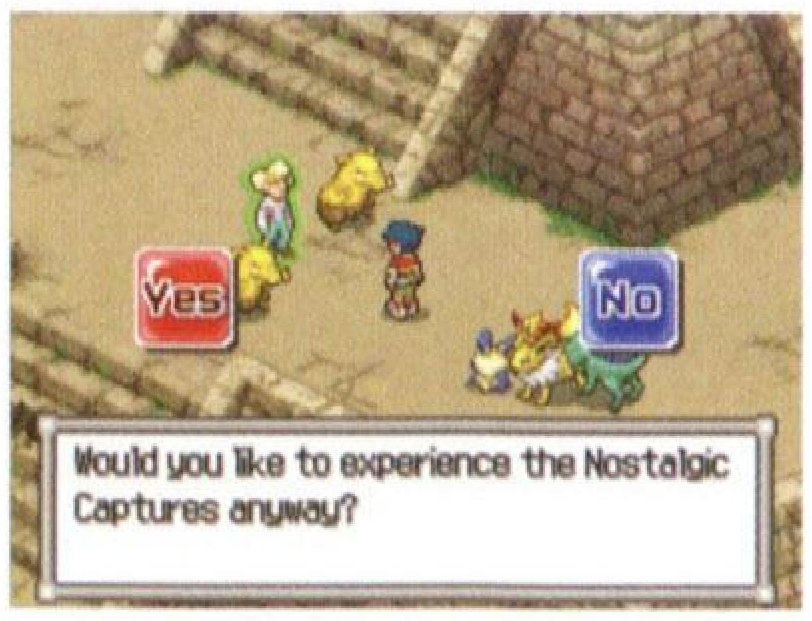
Circle Regirock constantly, but prepare to lift your stylus and abort if you see the shadow of a falling rock near your Capture Line. Ground, Grass, Water, or any stun-inducing Poké Assist will help.



Since you're in the neighborhood, this is a good time to return to the Go-Rock Hideout, or at least the few rooms that survived the self-destruct sequence. You can catch a Tyranitar and an all-new Metagross in the ruins. It will take 30 circles to catch Metagross, so you'll need to circle it 10 or so times, then move your Capture Disc to a corner to wait out an attack before you resume.

Fiore Temple

If you return to Fiore Temple, you'll meet a fellow named Drowzee Man, who will allow you to experience some nostalgic captures. Reduce your party to three Pokémon (not counting Minun or Plusle) and speak to him again to repeat the game's final battle with Raikou, Suicune, and Entei.



Would you like to experience the Nostalgic Captures anyway?

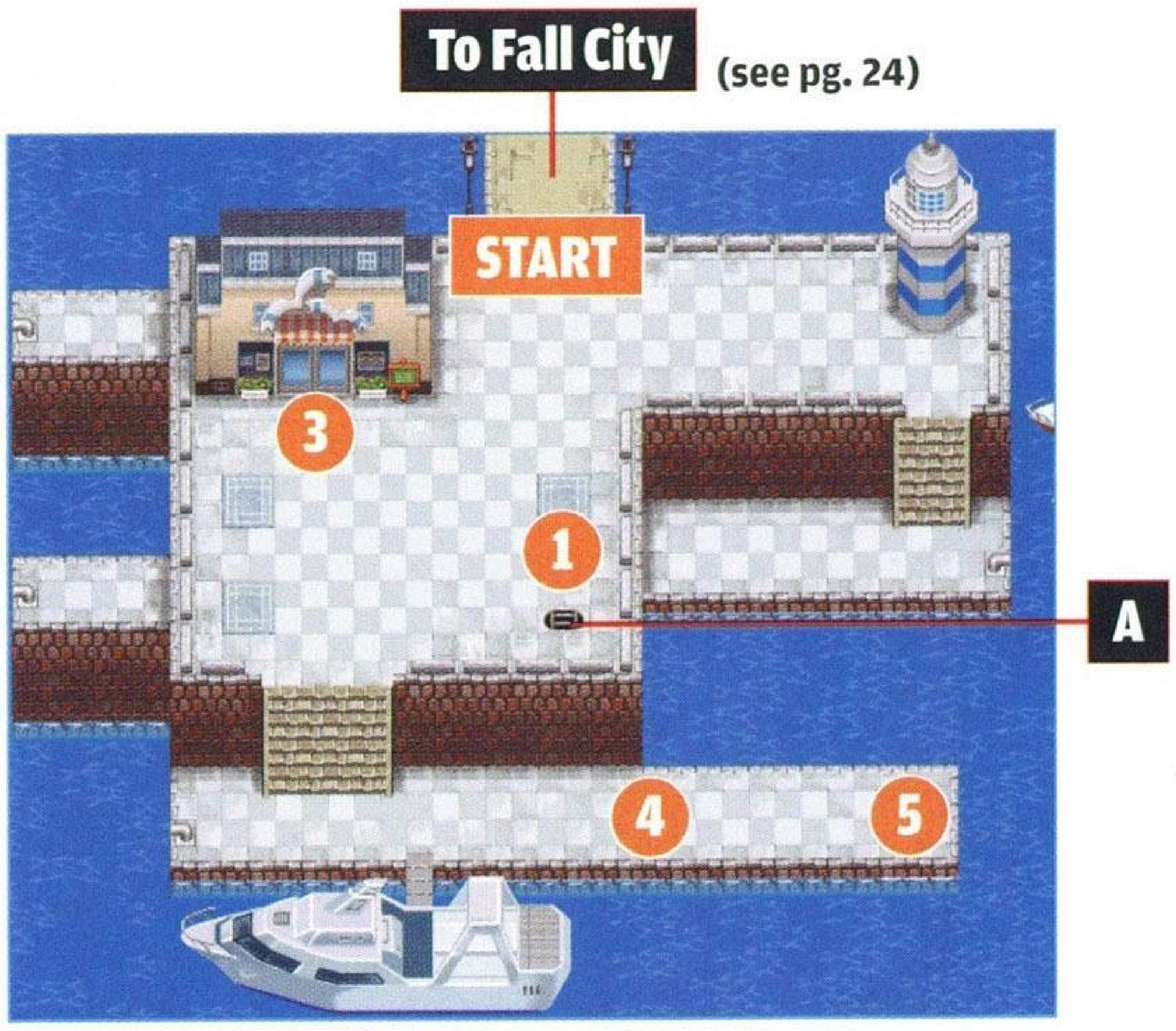
SPECIAL MISSION 1

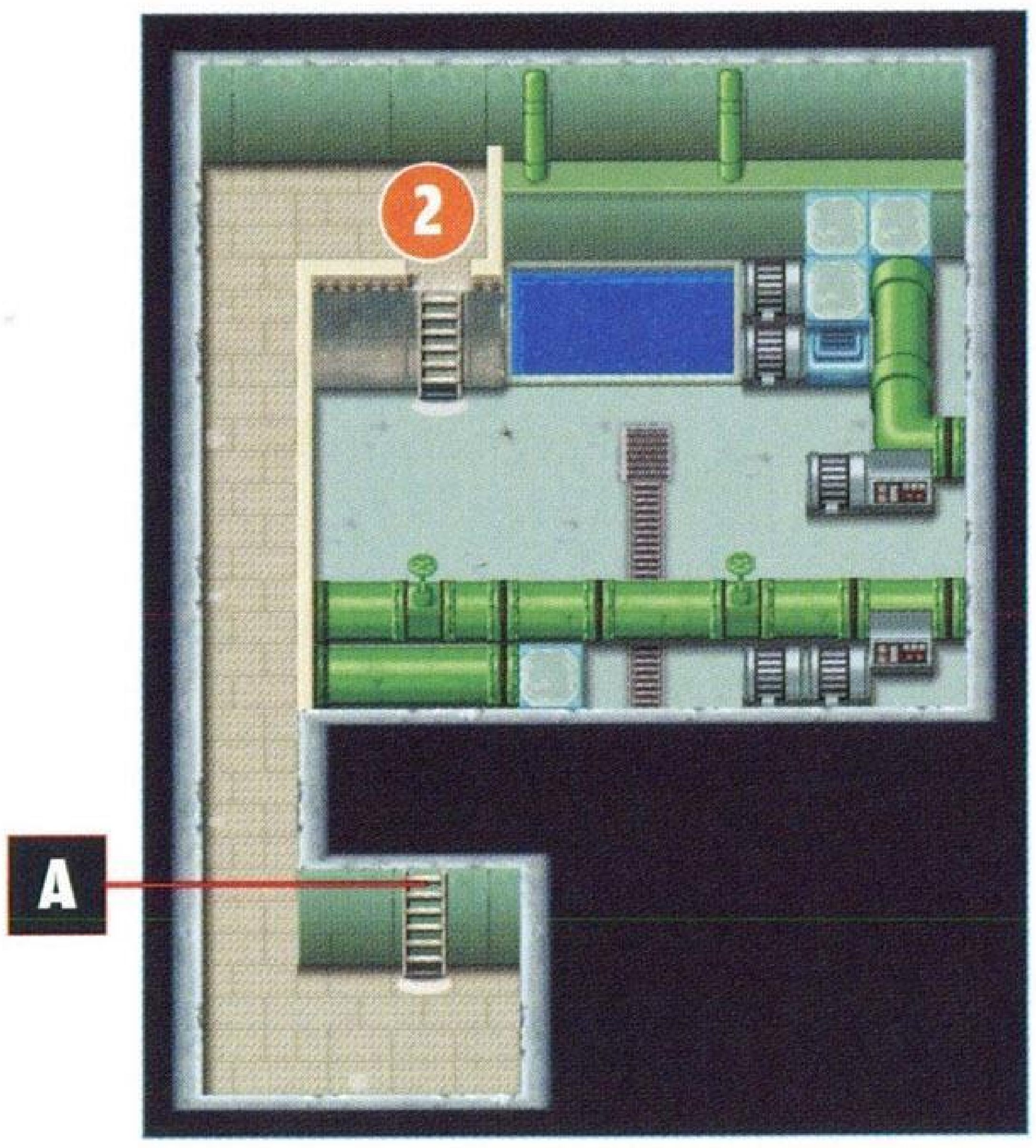
Search the Safra Sea!

There's big trouble at the Fall City harbor. Check in at the professor's lab to trigger this urgent special mission.

MISSION OVERVIEW

1. Accept the first special mission
2. Clear Staryu from the lighthouse
3. Clear Krabby from the tourist center
4. Clear Carvanha from the pier
5. Investigate the whirlpools
6. Calm the thrashing Kyogre



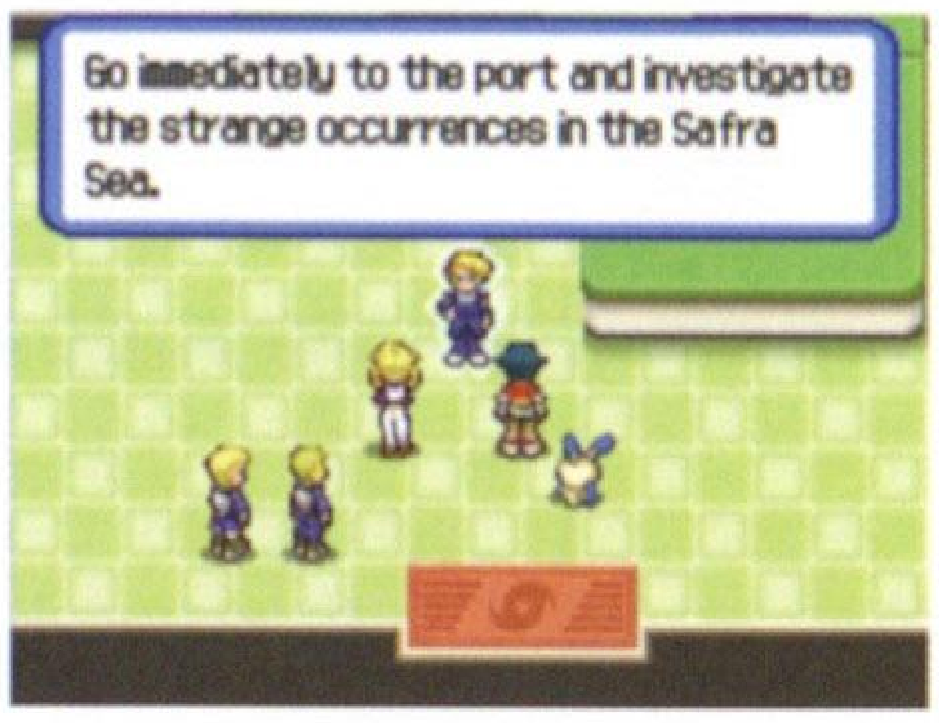


New Menu Option

If you would like to abort a special mission or Ranger Net mission, open the main menu and select the new menu icon shown there. This will allow you to start over or save the mission for another day.

1 Accept the first special mission

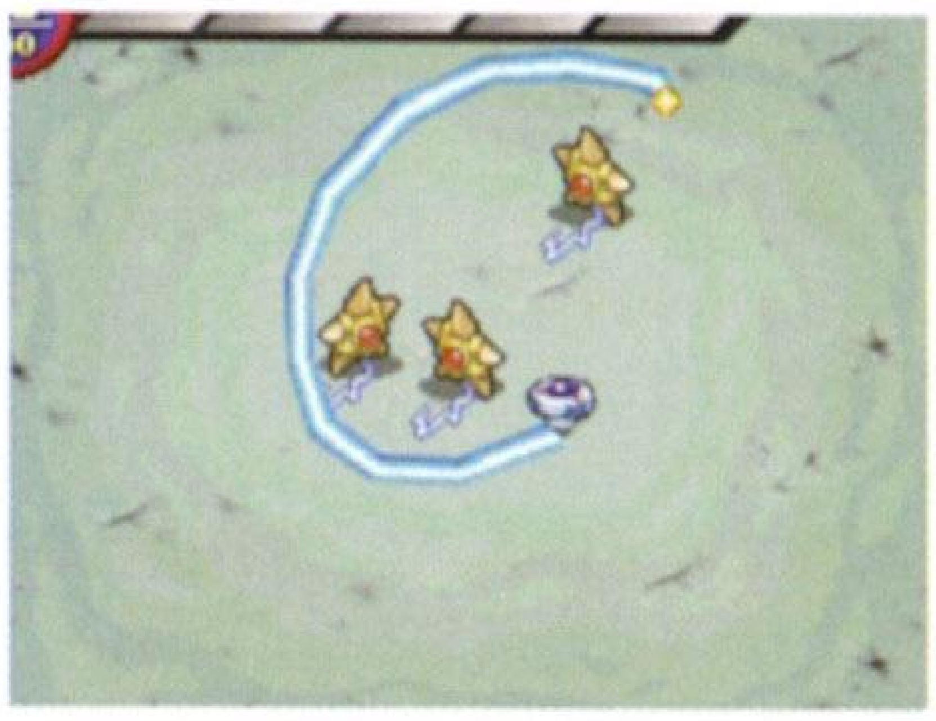
After you've spent some time with your newly upgraded Styler, Prof. Hastings will ask you to visit his Fall City laboratory and tell him what you think of it. Release your Pokémon and agree to spend the night at his place. In the morning, Joel will contact you and Aria and offer the first special mission. This mission consists of a tough series of battles with no opportunity to save, heal, or catch useful Pokémon in between.



Go immediately to the port and investigate the strange occurrences in the Safra Sea.

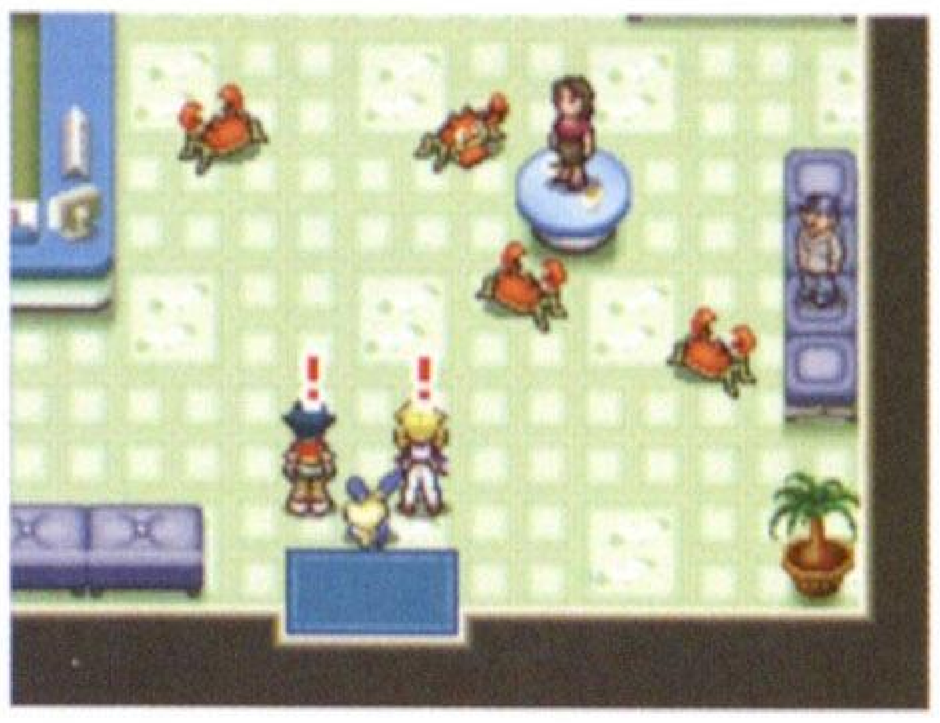
2 Clear Staryu from the lighthouse

Head south from the Ranger Base to the harbor area, and enter the lighthouse through the manhole. Inside you'll find four Staryu, which are much tougher to catch when they're in such a large group. Fortunately, even a partially charged Plusle or Minun will stun them for a long period of time. Use your partner Pokémon when the Staryu are in a clump, and circle as many as you can for bonus Exp. Points.



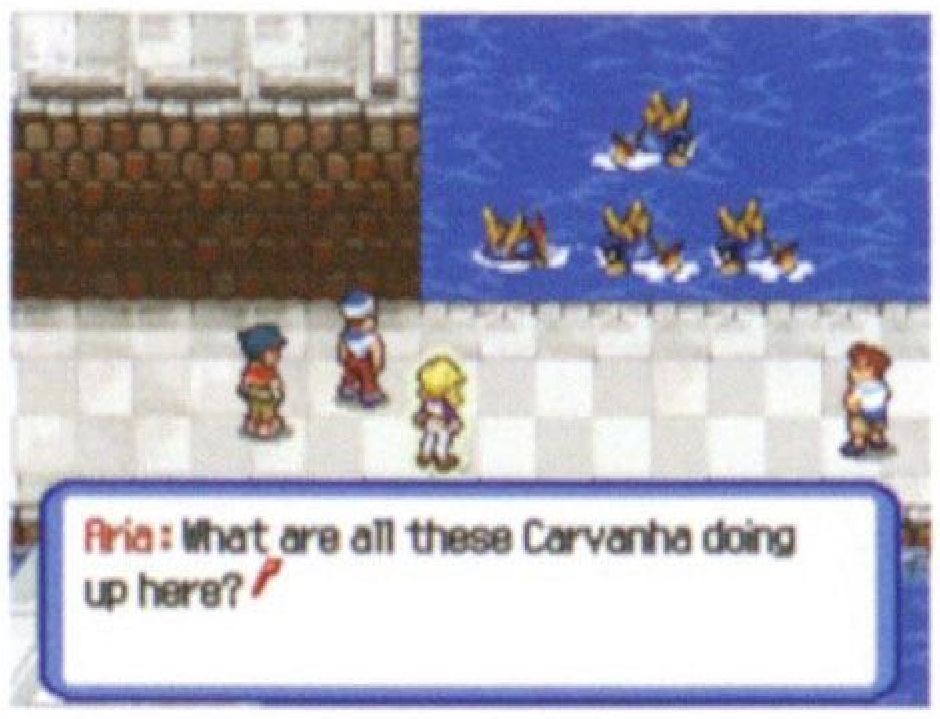
3 Clear Krabby from the tourist center

Mission accomplished! But you won't get far before you hear screams from the tourist center. Rush in and save the staff from a pack of Krabby. Krabby attack infrequently, so they shouldn't be hard to catch between bubbles once they break away from the pack. Rather than use a Poké Assist, take this opportunity to charge up your partner Pokémon.



4 Clear Carvanha from the pier

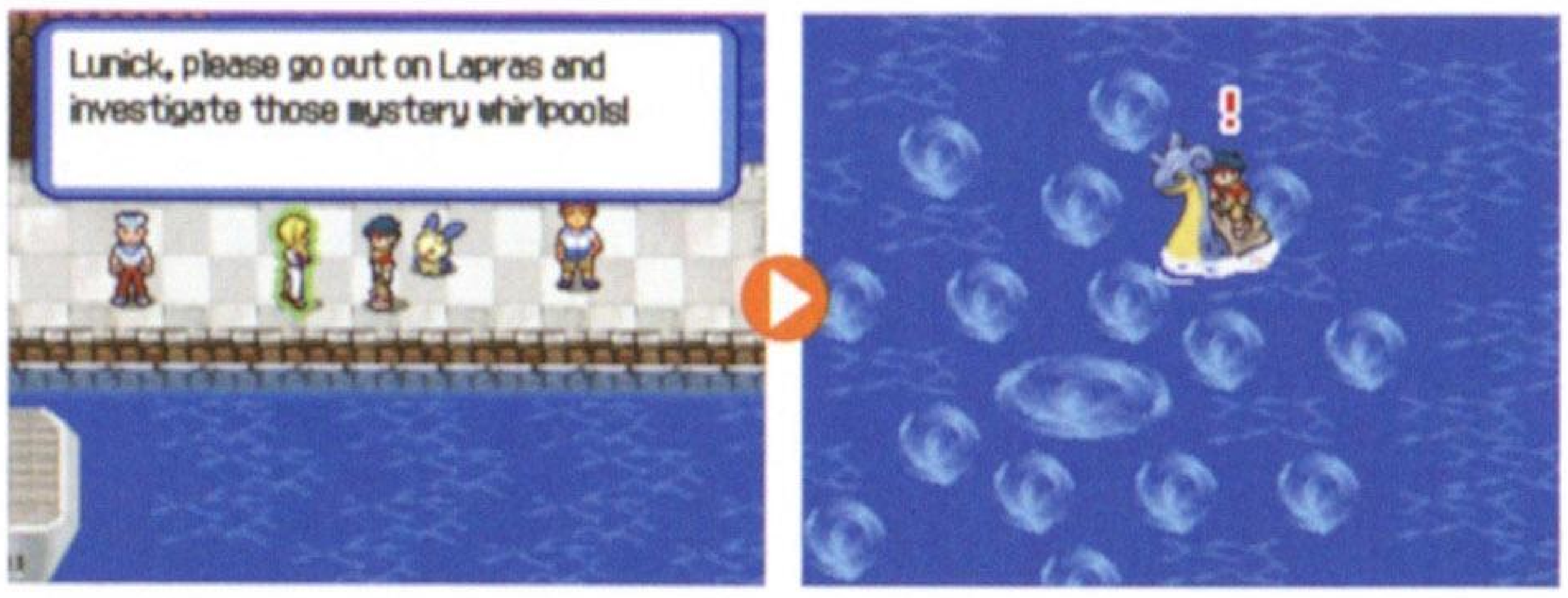
The next Pokémon rampage will happen in the pier area. Tap the Carvanha with your stylus to begin the fight. Once again, it's best to save your partner Pokémon's Poké Assist for the boss ahead, so try to catch the Carvanha without using it. The Carvanha tend to congregate in the center of the capture field, so if you bide your time, you should be able to catch all four at once.



Aria: What are all these Carvanha doing up here?

5 Investigate the whirlpools

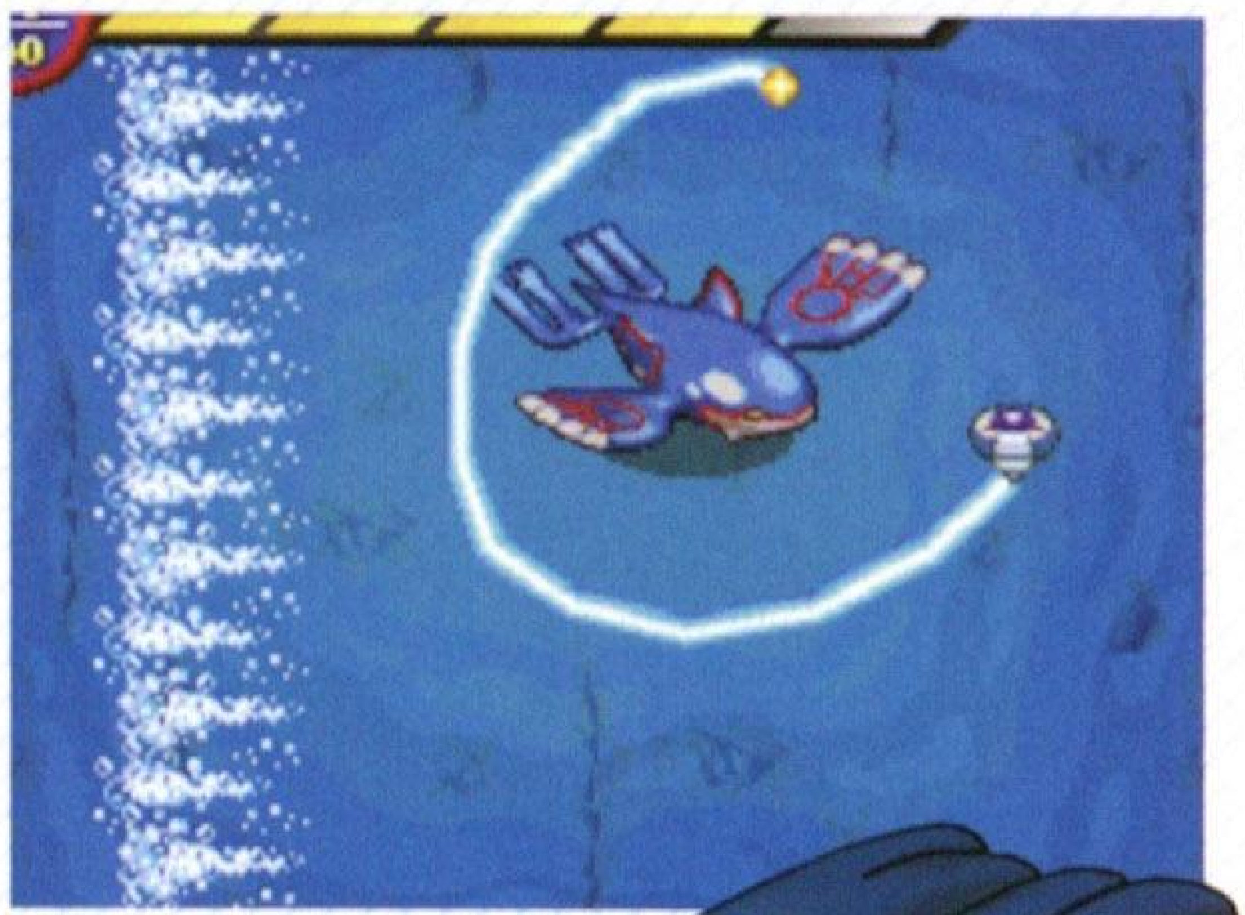
The string of strange happenings has culminated with a massive series of whirlpools appearing in the harbor. Hop onto Lapras and paddle out to take a look. Try not to get sucked in . . . Oops, too late.



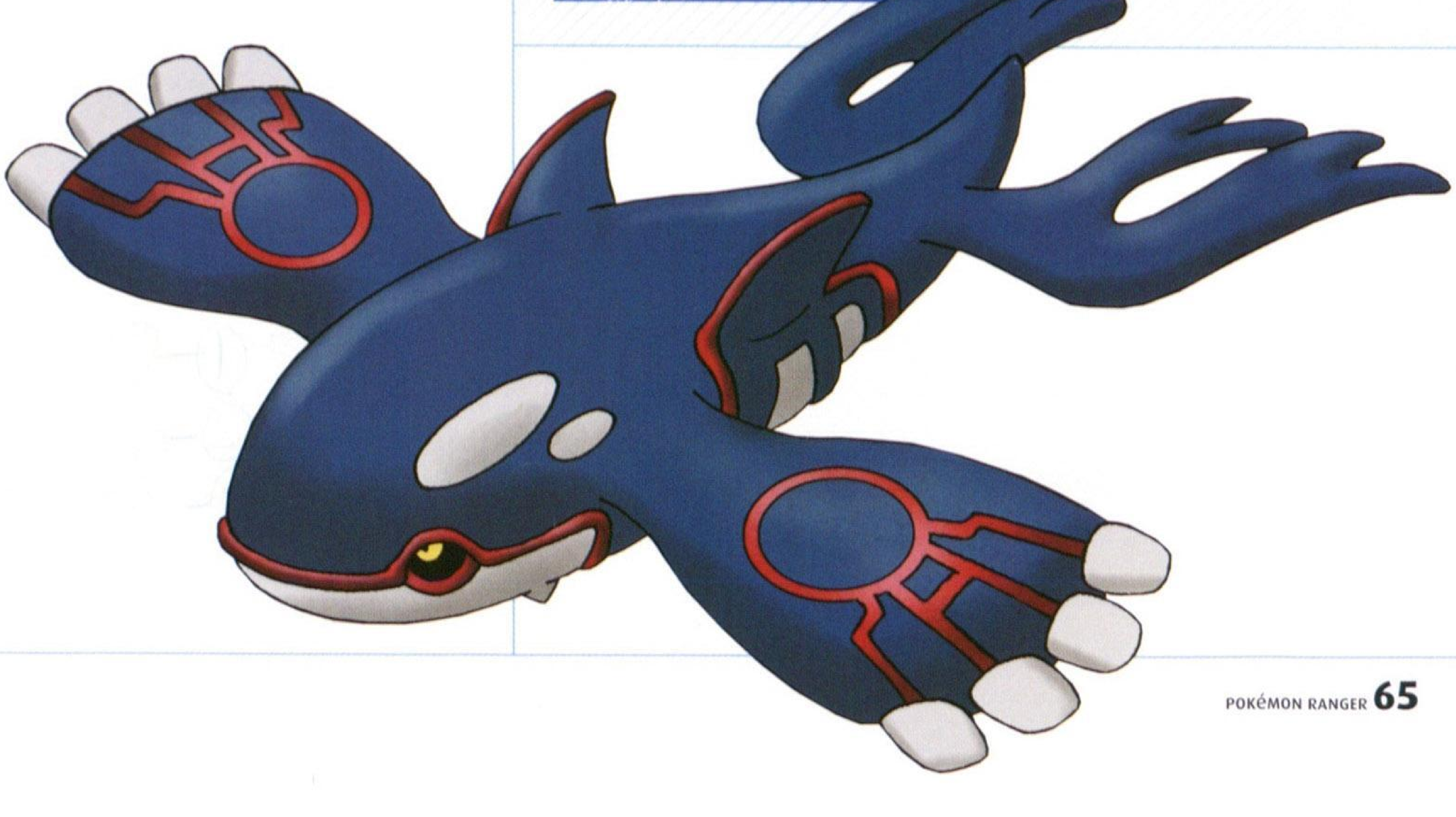
Lunick, please go out on Lapras and investigate those mystery whirlpools!

6 Calm the thrashing Kyogre

The whirlpool will pull you into an underwater cavern where the thrashings of a wounded Kyogre are causing all the troubles. To calm it down, you'll have to capture it between the damaging waves it generates. The trouble is, Kyogre spends a lot of its time offscreen, and may not be in a catchable position during the lulls between waves. You can either wait patiently for an opportunity or use your partner Pokémon to create one.



If you can catch Kyogre in the center of the screen after a wave passes, begin circling it immediately. But be ready to lift your stylus if another wave comes along.



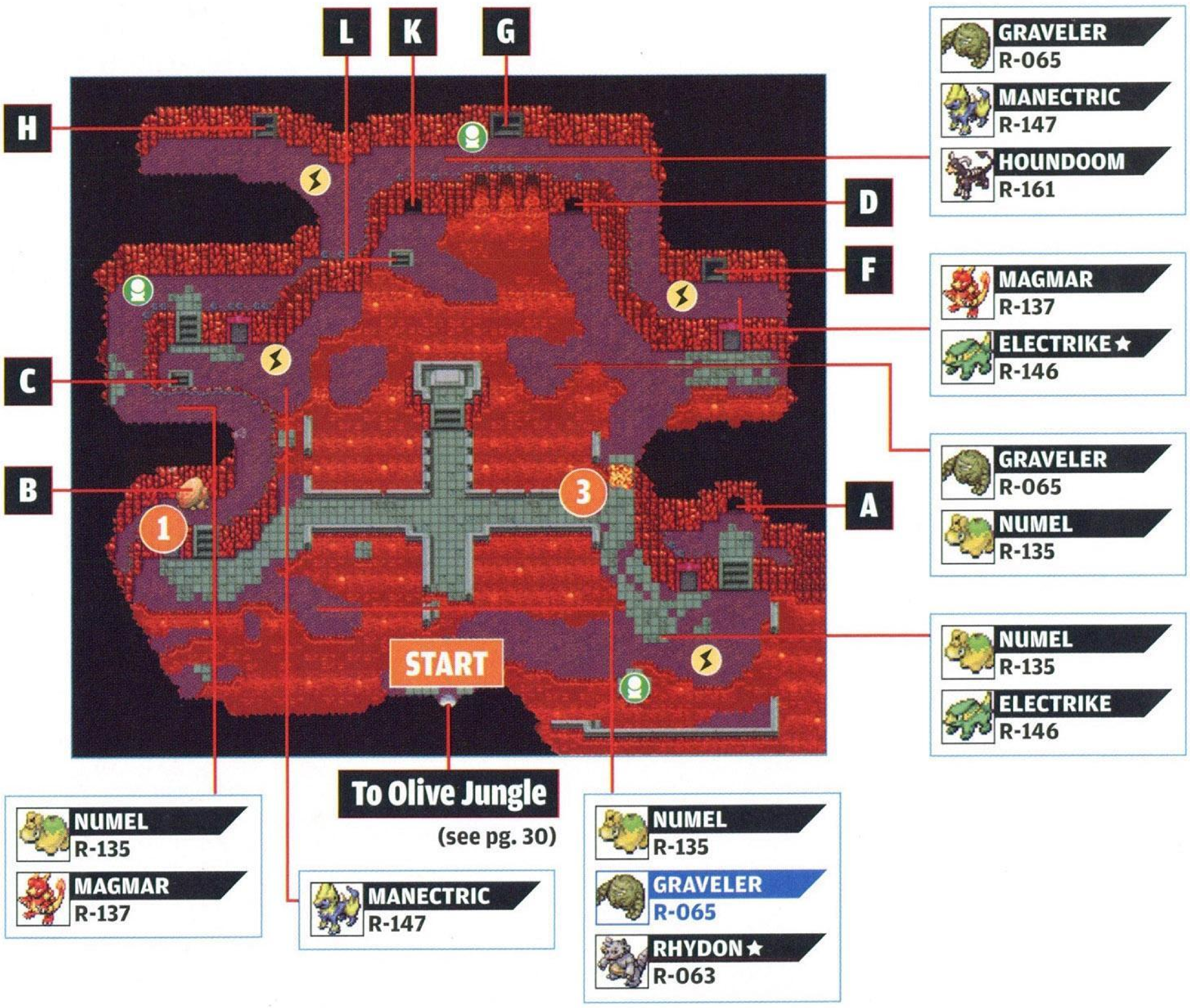
SPECIAL MISSION 2

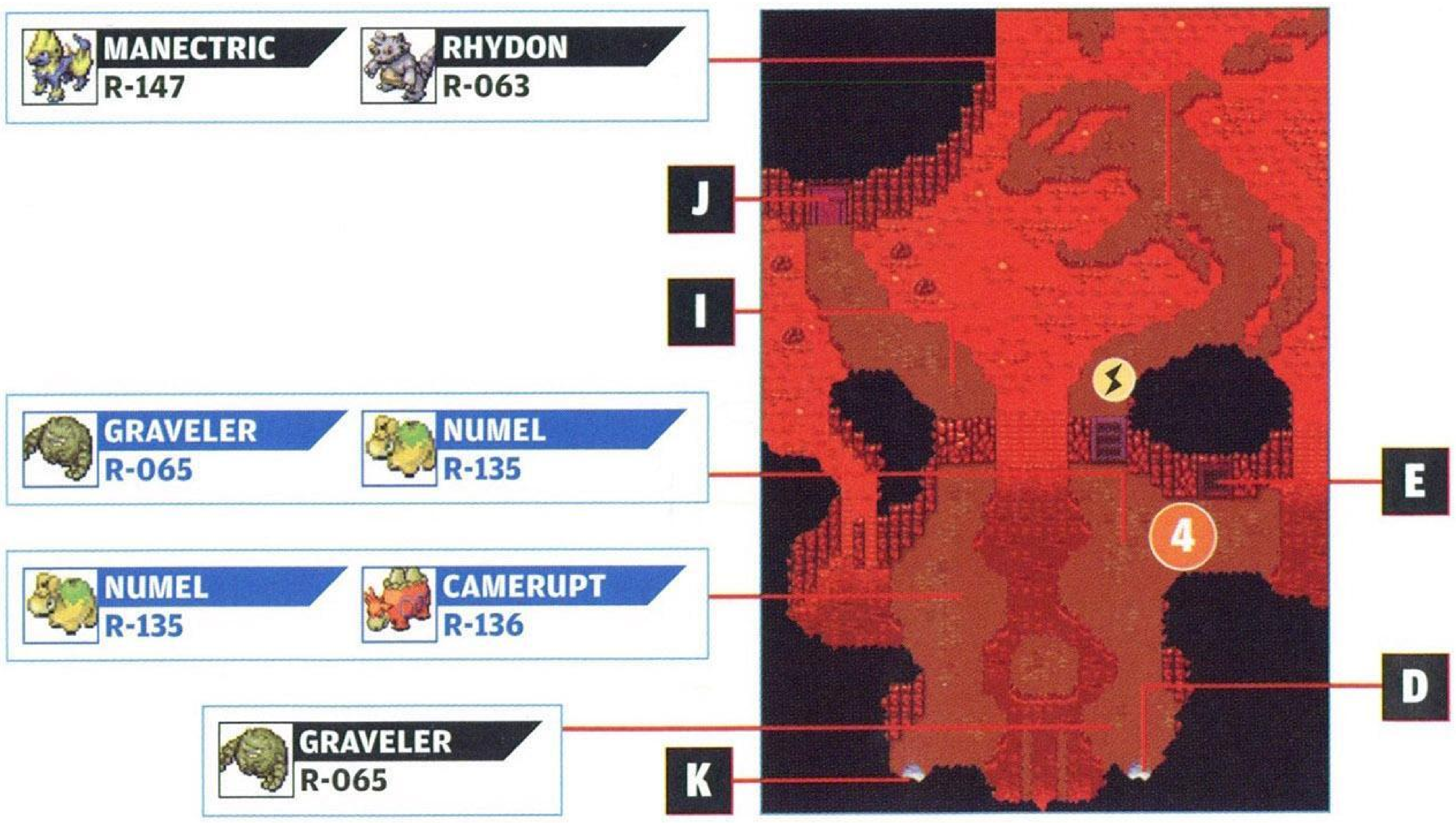
Summerland Rescue Duo!

Spenser sends you to Summerland for a little R & R, but trouble at Jungle Relic will call you away.

MISSION OVERVIEW

1. Rescue the missing ranger
2. Capture a pair of Poliwrath
3. Soak the magma pool
4. Battle one last Go-Rock Grunt
5. Drop through the hole
6. Subdue the thrashing Groudon


L
K
G
H
D
F
C
B
A
1
3
START
To Olive Jungle
(see pg. 30)
GRAVELER R-065
MANECTRIC R-147
HOUNDOOM R-161
MAGMAR R-137
ELECTRIKE★ R-146
GRAVELER R-065
NUMEL R-135
NUMEL R-135
ELECTRIKE R-146
NUMEL R-135
MAGMAR R-137
MANECTRIC R-147
NUMEL R-135
GRAVELER R-065
RHYDON★ R-063


MANECTRIC R-147
RHYDON R-063
J
I
E
4
D
K
GRAVELER R-065
NUMEL R-135
NUMEL R-135
CAMERUPT R-136
GRAVELER R-065

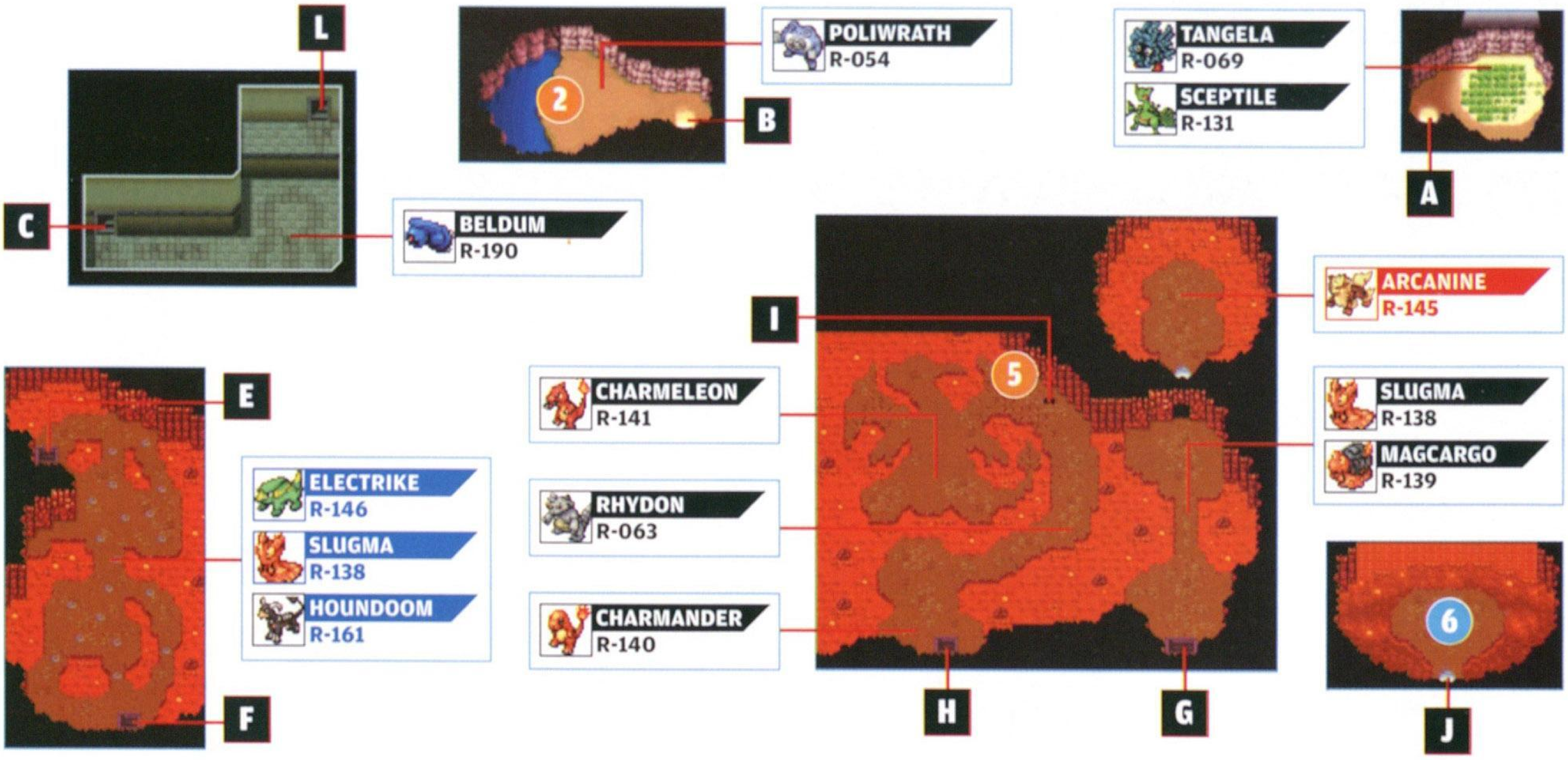
CAPTURE CONDITIONS

BLACK-LABELED POKéMON
Available from the start of the mission

BLUE-LABELED POKéMON
Appears after you complete the mission

RED-LABELED POKéMON
Appears after you beat the game

★
Disappears at the end of the mission



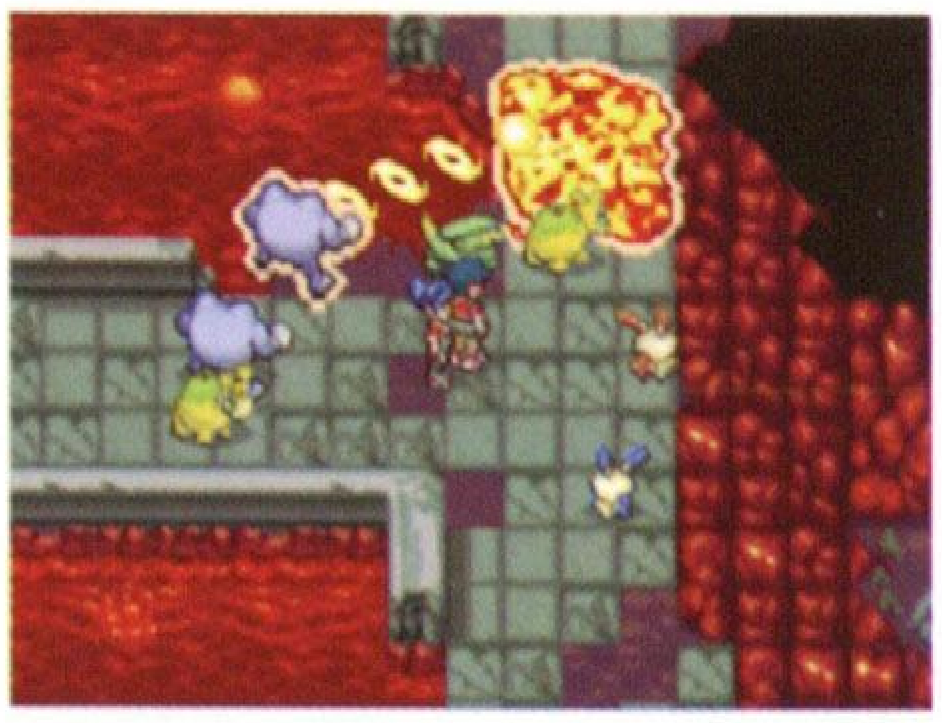
① Rescue the missing Ranger

Return to Ringtown and speak to Spenser after completing the first special mission. Tell him that you're tired; he'll send you on a special Summerland vacation. But the dream vacation turns out to be anything but, as your Ringtown Ranger friend has failed to return from a Jungle Relic foray. You'll be sent straight to the relic, where you'll encounter your friend's partner Pokémon near a rockfall at point 1. Capture the nearby Rhydon and use its Field Move to clear the rockfall and save your friend.

② Capture a pair of Poliwrath

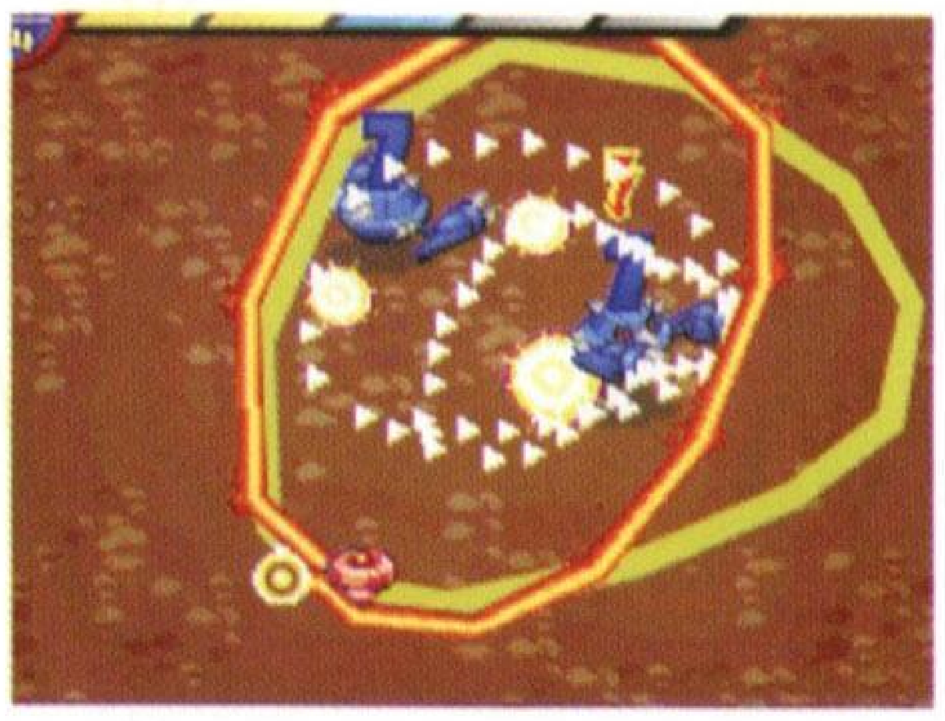
Your friend was trapped in a room that used to contain two Poliwhirl, but those Pokémon have now evolved into Poliwrath with the triple-Soak Field Move. Capture both with some help from your partner Pokémon.

③ Soak the magma pool



Lead the Poliwrath to point 3, where you can use their triple-Soak Field Move to clear a puddle of magma. Since Water-group Pokémon are so useful here, you may want to return to point 2 and capture Poliwrath right back. When you're ready to proceed, pass through door D.

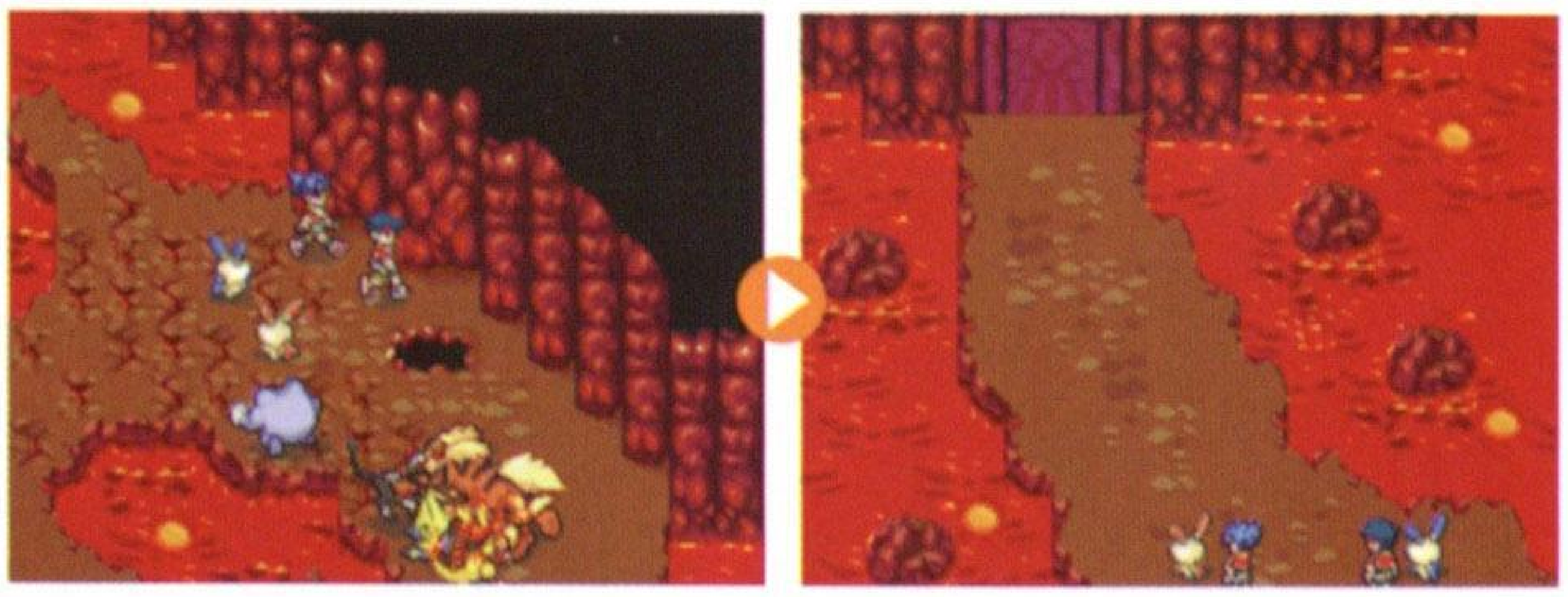
④ Battle one last Go-Rock Grunt



You probably thought you'd seen the last of the Go-Rock Squad, and you were mostly right. This lone Grunt can't give up the dream, however, and will throw a pair of Metang in your way. Using Minun or Plusle is your best hope for victory, especially if you can time the Discharge Poké Assist to hit when both Metang are together. Fire Poké Assists are also supereffective.

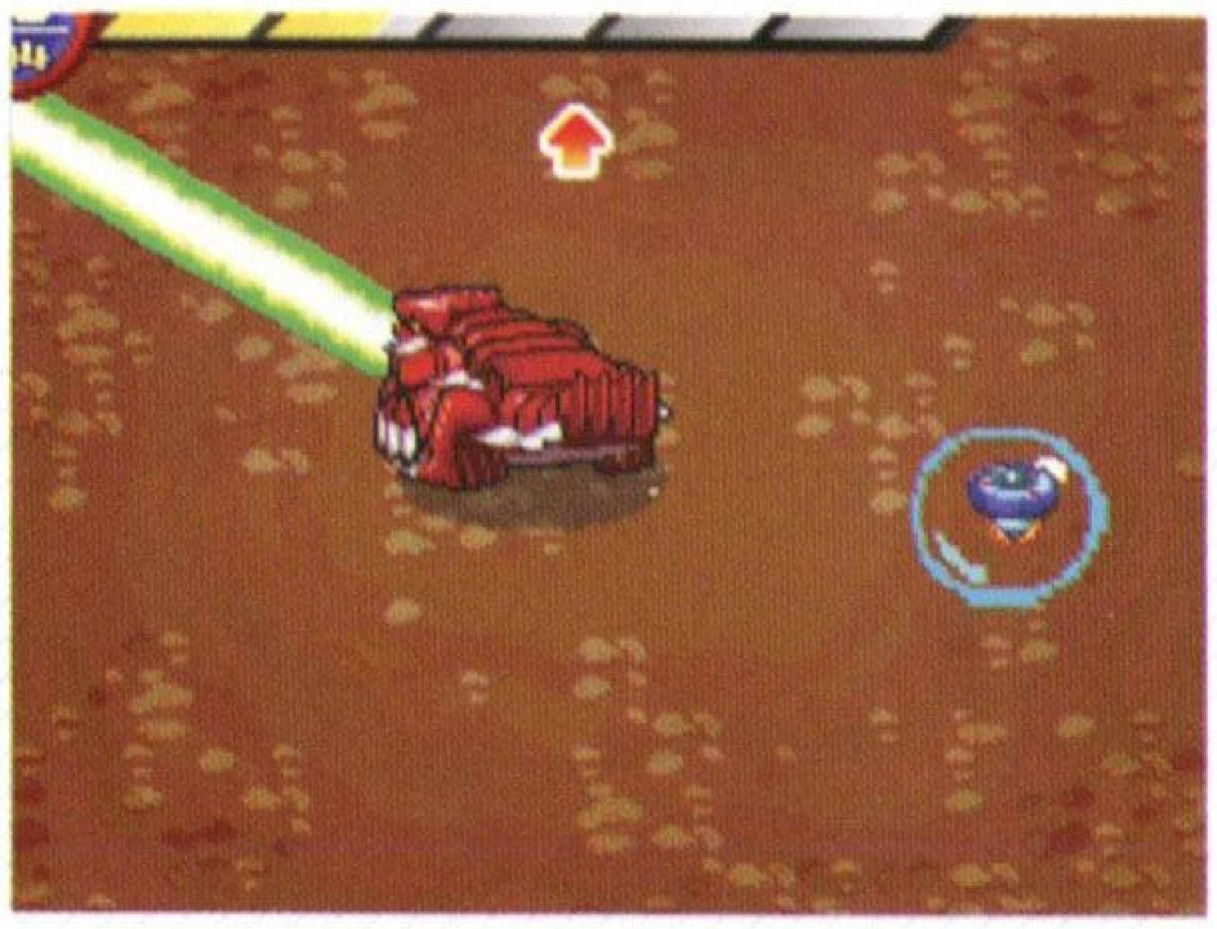
⑤ Drop through the hole

Pass through doors E and F to return to the north end of the main map. There you can catch an Arcanine through door G, and a Charmeleon just beyond point 5. If you've saved your game recently and have a Poliwrath or two in your party, drop through the hole at point 5 and challenge Groudon.



⑥ Subdue the thrashing Groudon

Both of Groudon's attacks can deal five points of damage to your Styler, so you have to be very careful during this battle. Tap Groudon to trigger its energy-wave attack, then wait until after it fires a series of green energy beams and resumes moving. That's your chance to begin circling, although there's no guarantee Groudon won't use the energy beam again. Lift your stylus the instant an exclamation point appears, or your Styler will take a painful hit.



Poliwrath's Water Poké Assist can make this battle a whole lot easier. Wait to form your bubbles until Groudon begins firing energy beams. The beams will always be aimed diagonally, so form your bubble directly above, below, or to the side of Groudon, and flick the bubble as soon as Groudon resumes moving.

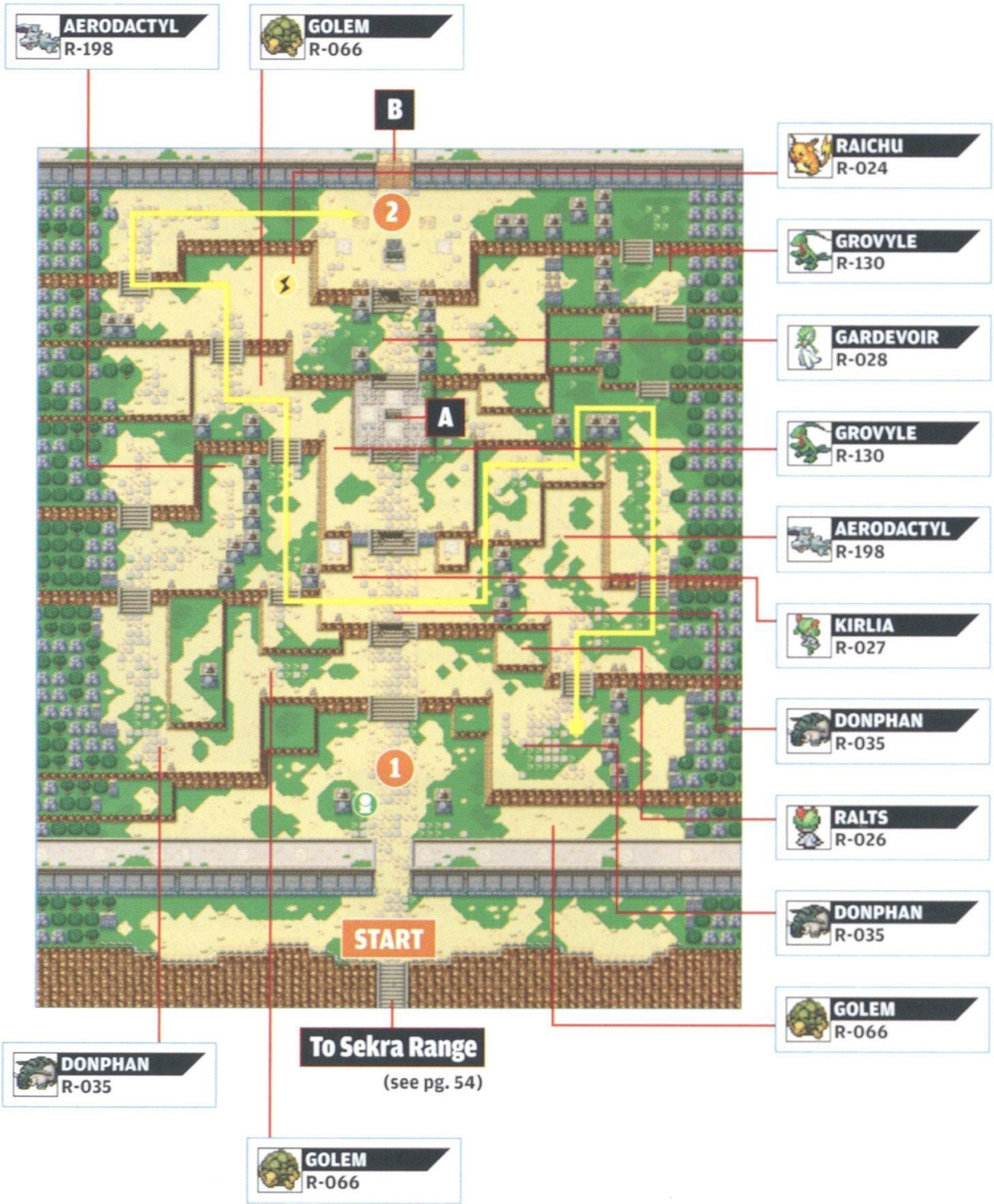
SPECIAL MISSION 3

Temple's Sinister Shadows?

Elita is concerned by strange activity at Fiore Temple, and for good reason—someone is messing with its legendary guardian.

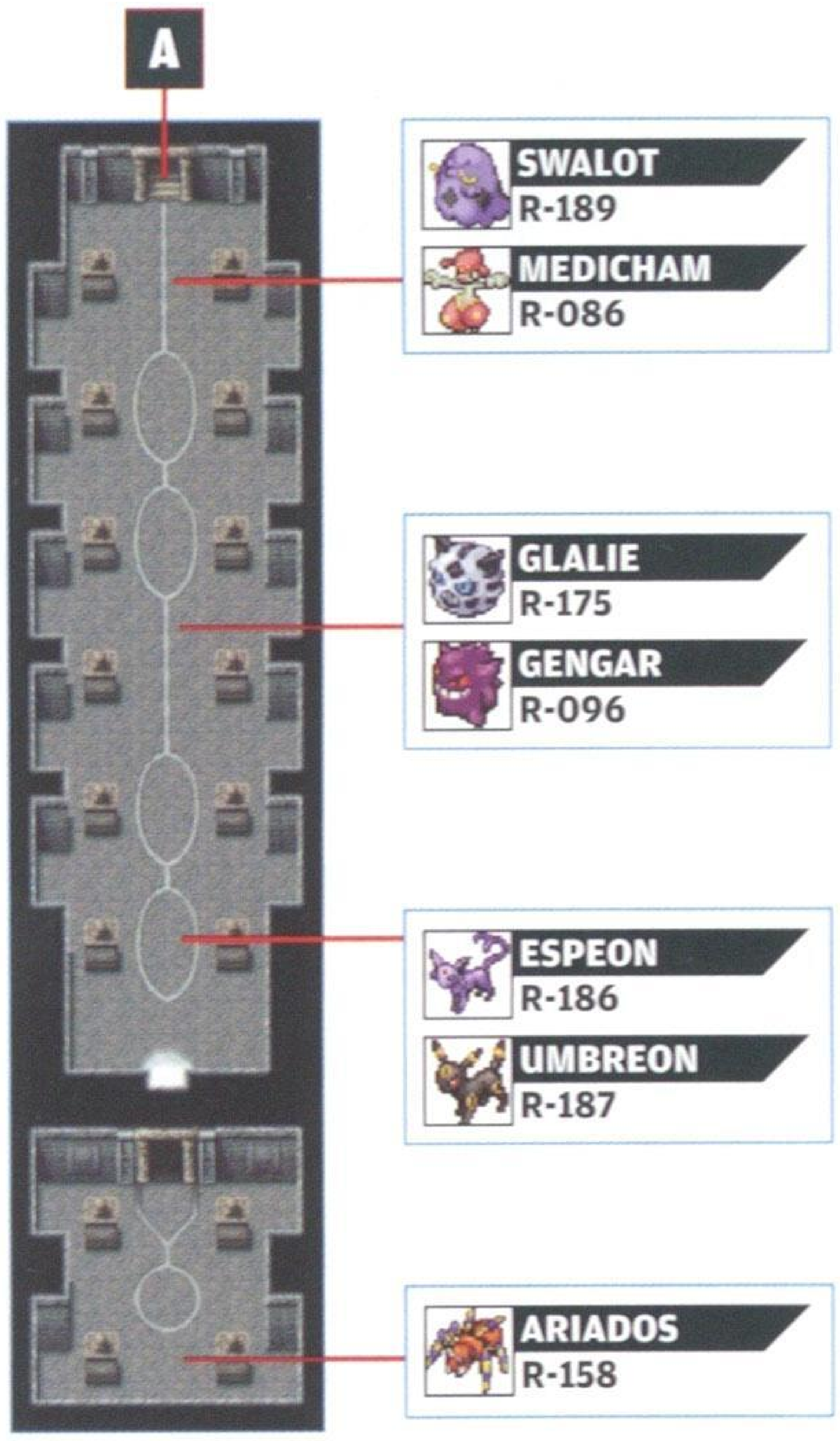
MISSION OVERVIEW

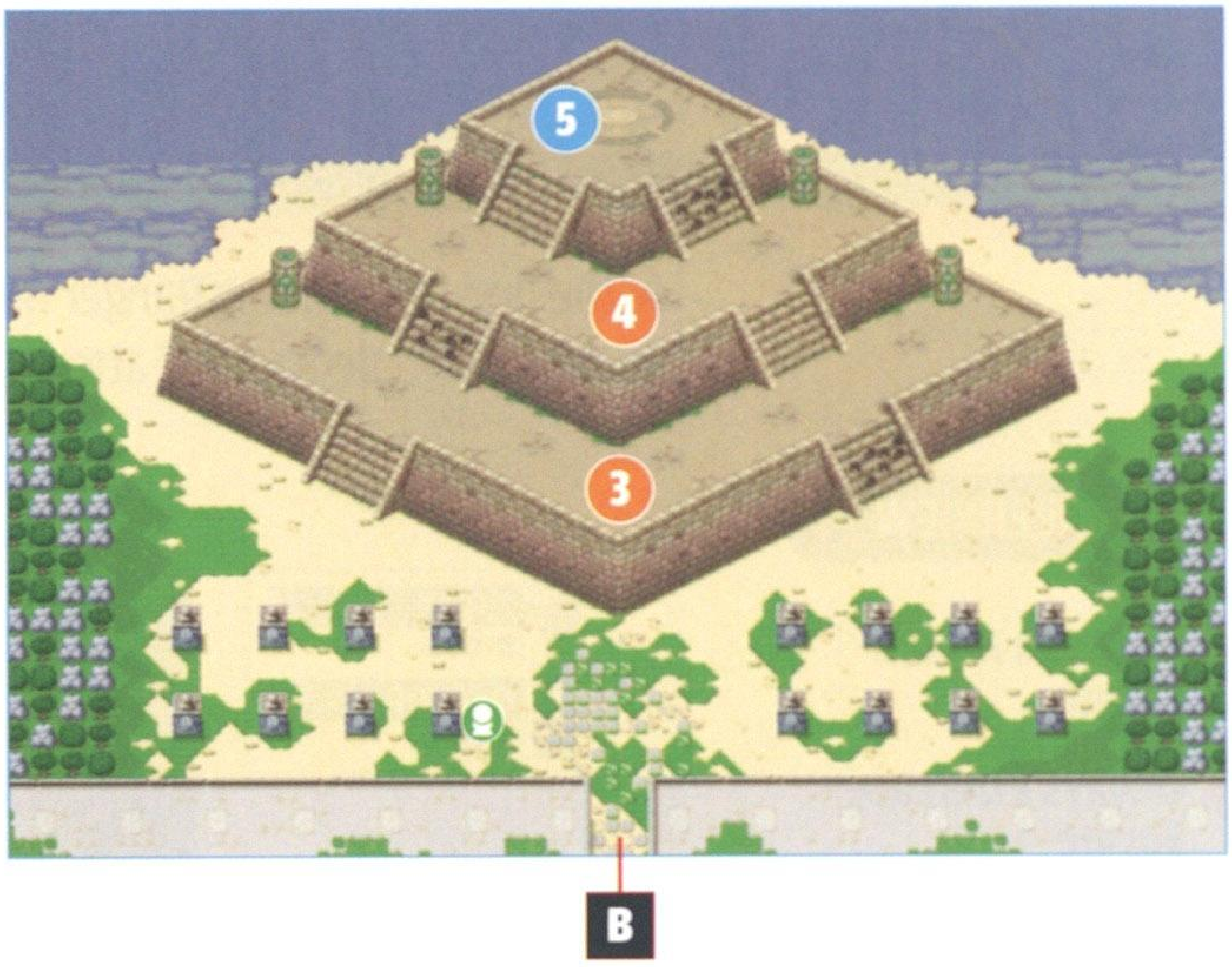
1. Sinister Man battle #1
2. Open the pedestal-lock door
3. Sinister Man battle #2
4. Sinister Man battle #3
5. Soothe the raging Rayquaza


AERODACTYL R-198
GOLEM R-066
B
RAICHU R-024
GROVYLE R-130
GARDEVOIR R-028
A
GROVYLE R-130
AERODACTYL R-198
KIRLIA R-027
DONPHAN R-035
RALTS R-026
DONPHAN R-035
GOLEM R-066
2
1
START
To Sekra Range
(see pg. 54)
DONPHAN R-035
GOLEM R-066

CAPTURE CONDITIONS

BLACK-LABELED POKéMON
Available from the start of the mission





1 Sinister Man battle #1

After completing the first two special missions, you can trigger the third by speaking with Elita in Wintown. She'll send you and Chris to Fiore Temple to investigate suspicious activity, and you won't have to travel far to find it. The Sinister Man who meets you at point 1 will attack with three Ekans, which you can easily single out and eliminate one by one.

2 Open the pedestal-lock door

The pedestal lock at the top of the temple is functional again, but this time it wants Ralts, Kirlia, and Gardevoir. Use the map to find them, and make sure you approach them from a direction that will allow you to follow when they teleport away—if they warp up a ledge, you may have to do a bit of hiking before you can resume the chase. Try to catch a few other Pokémon with useful Poké Assists as you travel through the area.

3 Sinister Man battle #2

When you open the temple doors, proceed up the temple stairs toward where you fought Gordor. There are no Pokémon on the way, but two "creeps" will appear to block your path. The first has a Solrock and a Swellow, which make for a powerful combination. Fortunately, both require only a few loops to catch, so even a partially charged Minun or Plusle can stun them long enough for a win.

4 Sinister Man battle #3

Neither Donphan nor Houndoom is particularly difficult alone, but they can be tough in a crowd. Slow down the pack with a Grass or Ground Poké Assist and then capture whoever is farthest from the group. Minun and Plusle won't be much use against the Electric-immune Donphan, so you may need to use Poké Assists from other Pokémon in the area.

5 Soothe the raging Rayquaza

It's impossible to capture Rayquaza between its series of attacks—you'll have to capture it *while* it's attacking. The trick is to time your circling maneuver to avoid Rayquaza's energy ball attacks. You don't have to make a full loop all at once. Take your time. If you move slowly and time your actions right, Rayquaza will be yours.

If you can't work out the timing of the capture, you can always use a Poké Assist. Your best bets are to employ Gardevoir's Psychic Assist for a stun, or to exploit Rayquaza's only weakness by capturing a Glalie within the temple and using its Ice Poké Assist.

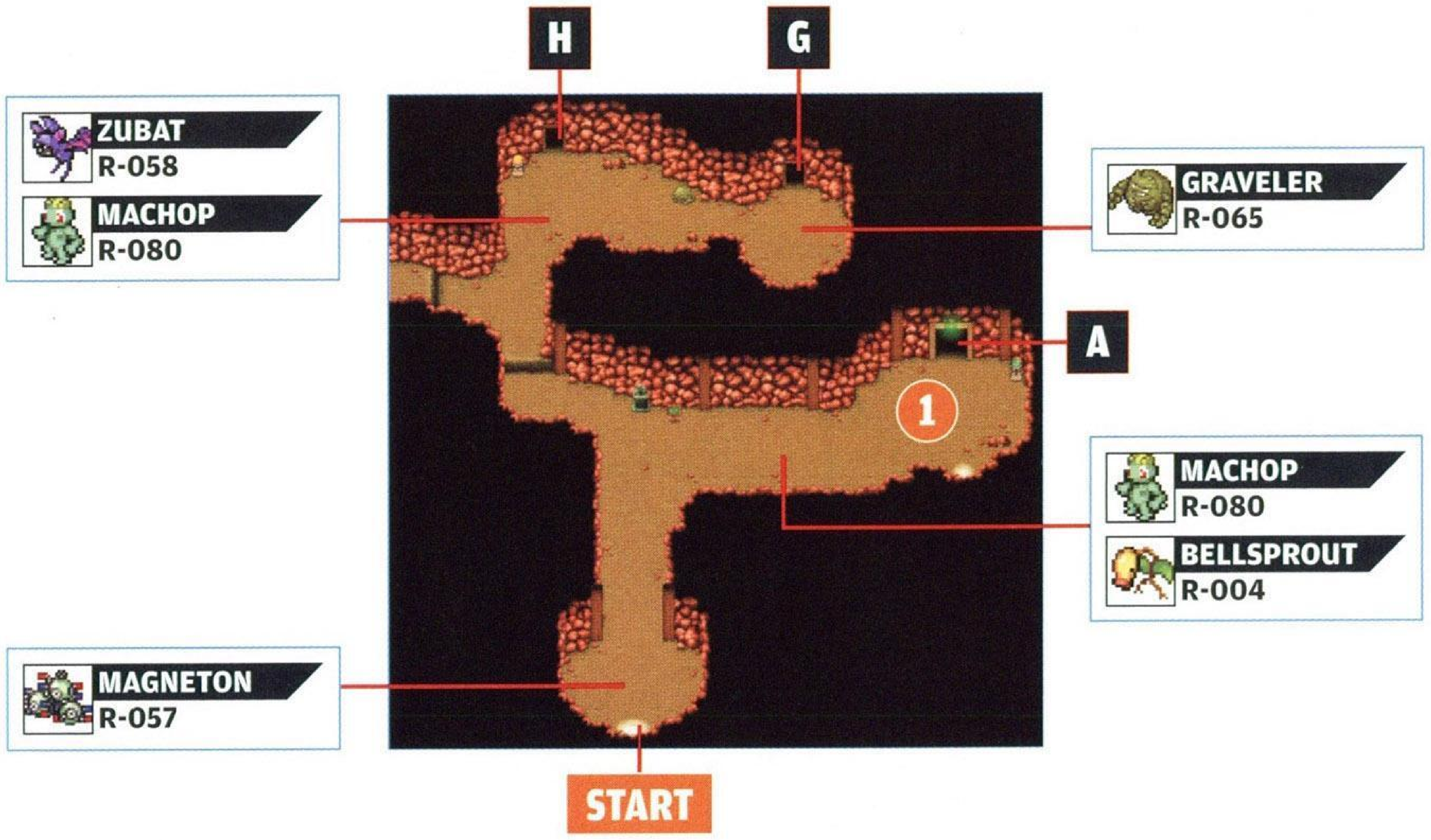
RANGER NET MISSION 1

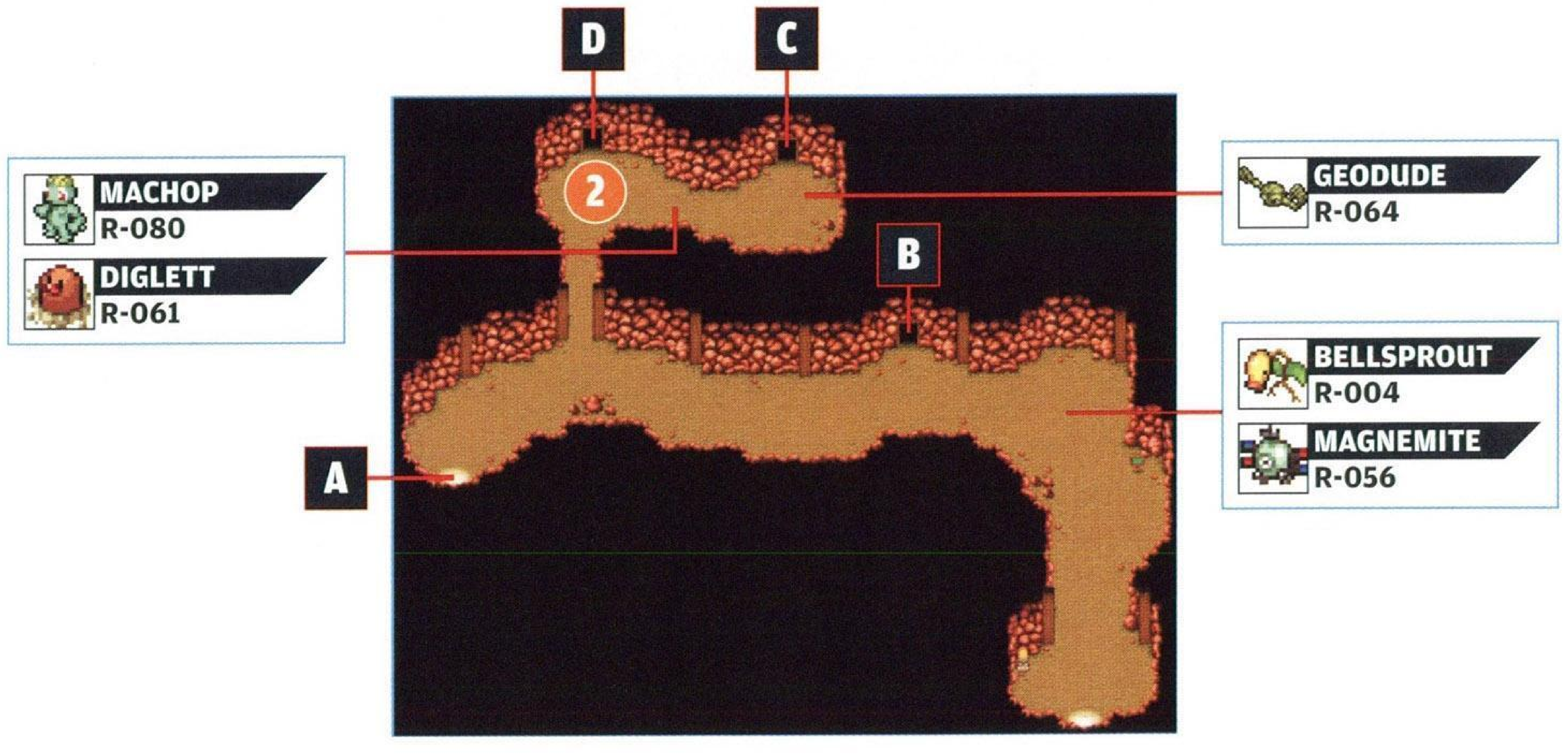
Gain Deoxys's Trust?!

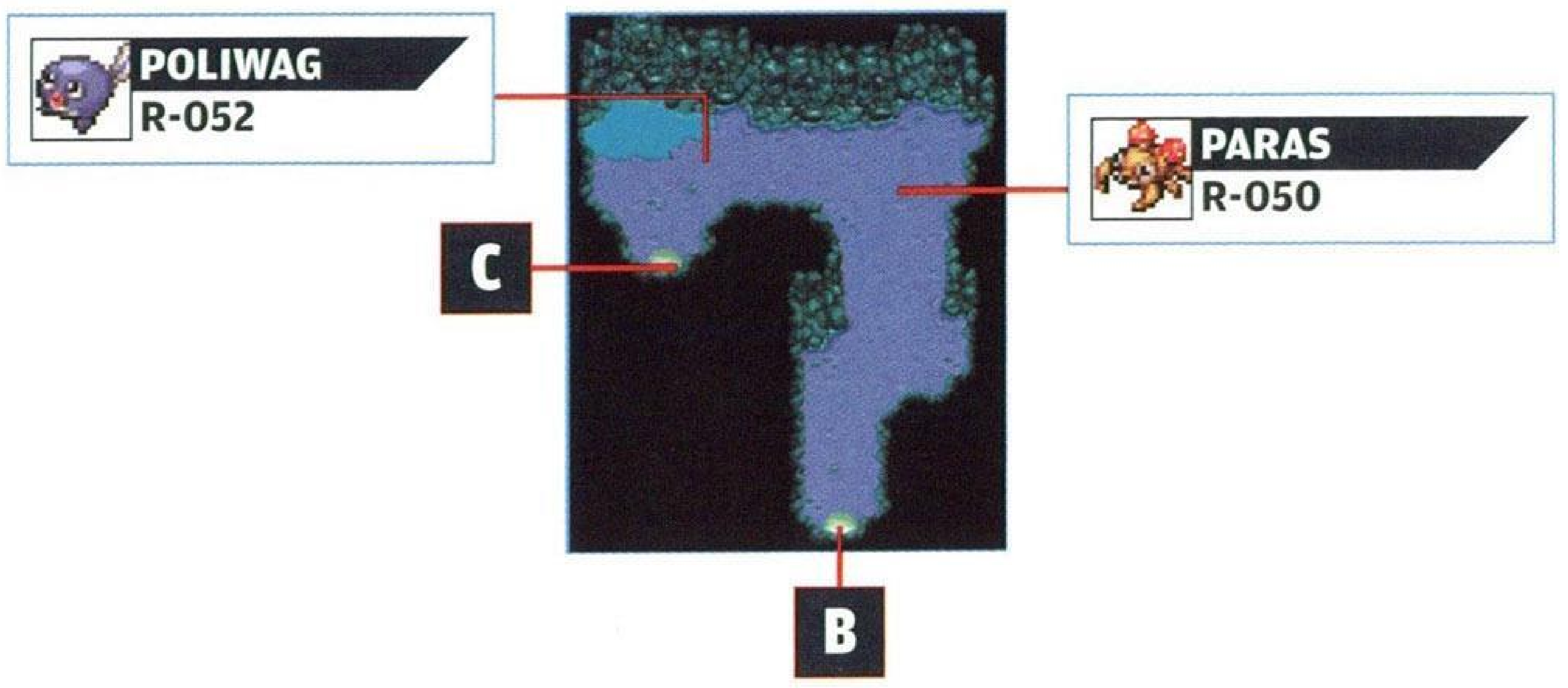
In the first post-ending Ranger Net mission, Spenser will send you to track down Deoxys and attempt to bond with it. Can it be done?

MISSION OVERVIEW

1. Deoxys's Attack Forme
2. Deoxys's Defense Forme
3. Deoxys's Speed Forme
4. Capture a Kirlia
5. Deoxys's Normal Forme

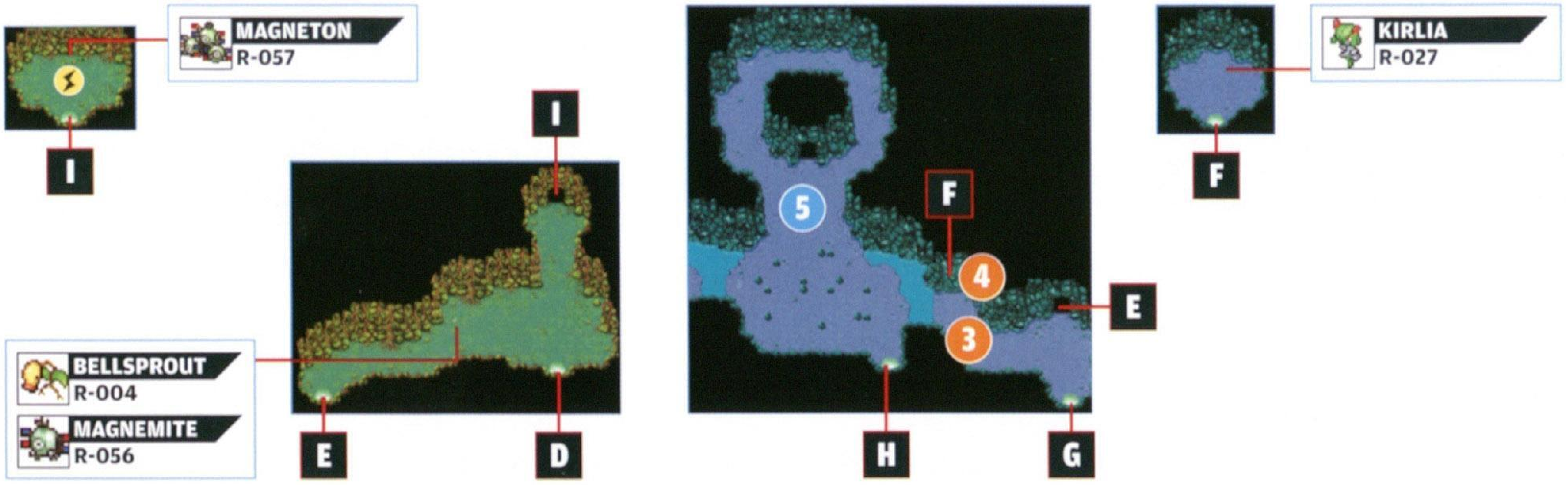

H
G
ZUBAT R-058
MACHOP R-080
GRAVELER R-065
A
1
MACHOP R-080
BELLSPROUT R-004
MAGNETON R-057
START


D
C
MACHOP R-080
DIGLETT R-061
2
GEODUDE R-064
B
BELLSPROUT R-004
MAGNEMITE R-056
A


POLIWAG R-052
PARAS R-050
C
B

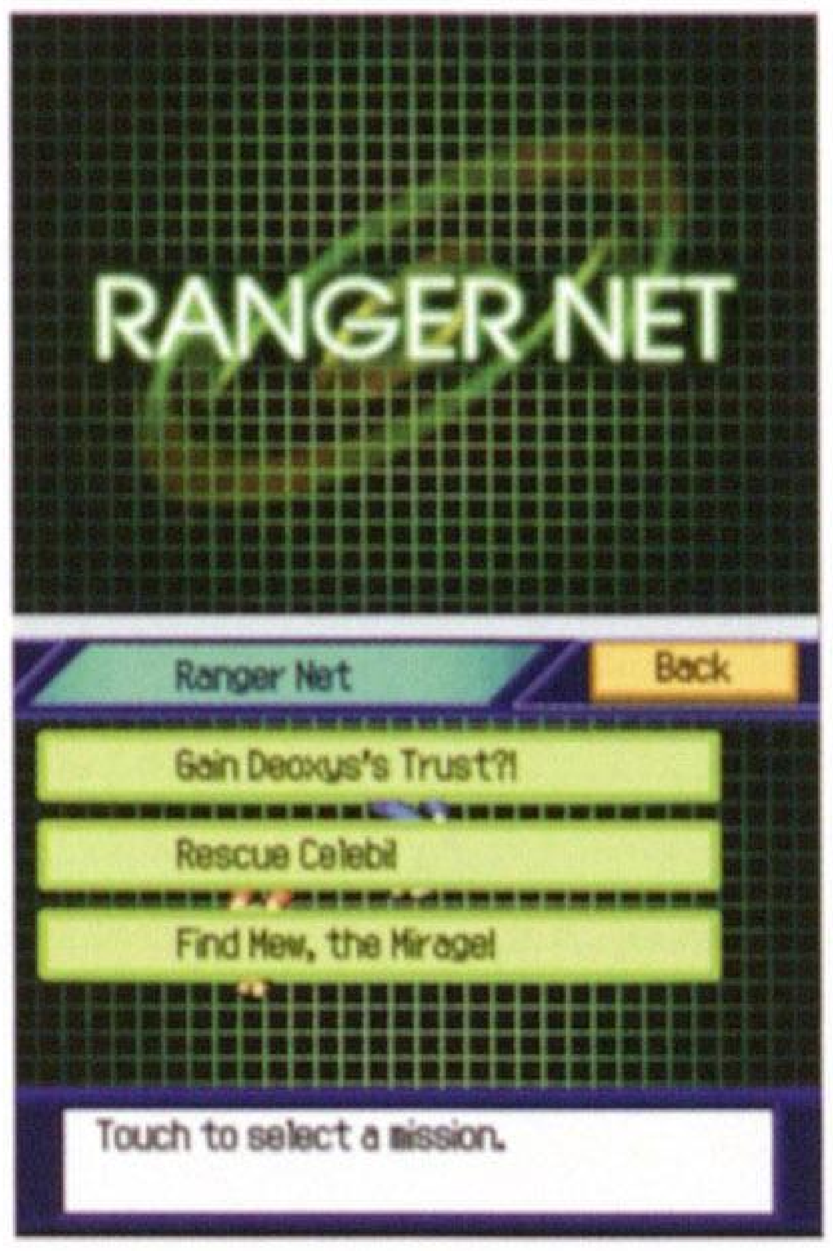
CAPTURE CONDITIONS

BLACK-LABELED POKéMON
Available from the start of the mission



Welcome to Ranger Net

When you turn on your DS after beating the game, you'll find a new Ranger Net option in the main menu. Select it to embark on three short missions, each of which ends with an exclusive Pokémon battle.



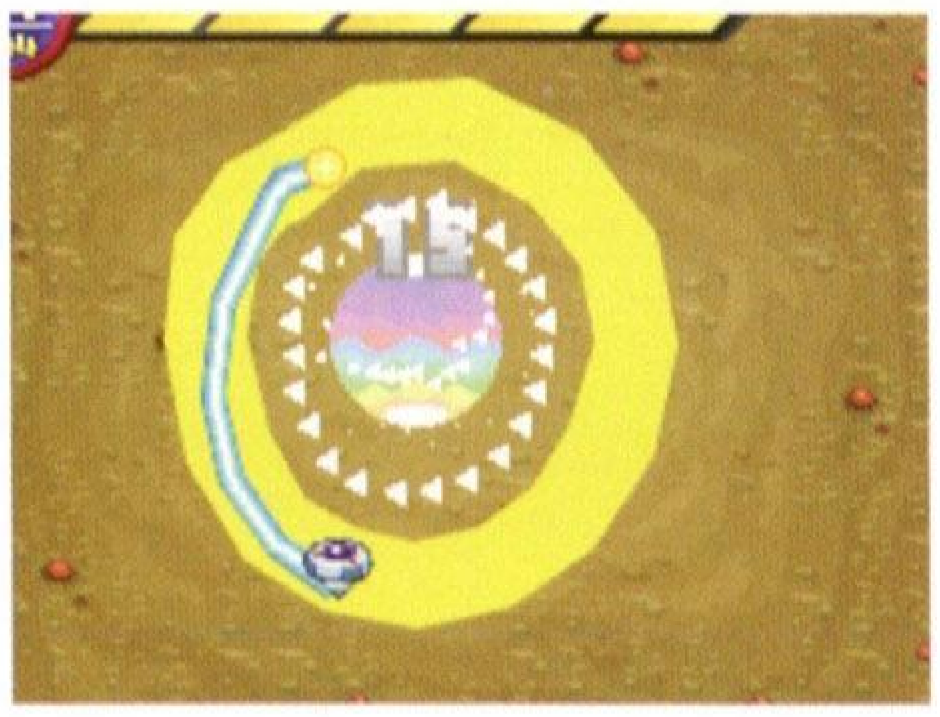
Touch to select a mission.

① Deoxys's Attack Forme

Capture all the easy-to-beat Pokémon you encounter on your way to point 1, as their assists will be useful when battling Deoxys's Attack Forme. Deoxys takes 13 loops to beat, but you won't be able to get in quite that many before it charges at your Capture Line for heavy damage. If you use Machop to double the strength of your loops, however, you should have more than enough time to pull off a victory.

② Deoxys's Defense Forme

Pursue Deoxys's Defense Forme thoughout the cave, capturing more useful Pokémon on the way. In its Defense Forme, Deoxys maneuvers sluggishly and fires slow-moving energy balls. Begin circling it as soon as there's enough space between Deoxys and the energy ball, and continue until it attacks again. Deoxys won't always give you enough time to pull off a capture, and may thwart you with a line-breaking shield, but eventually you will succeed. If you get impatient, call on Machop for more help.



③ Deoxys's Speed Forme

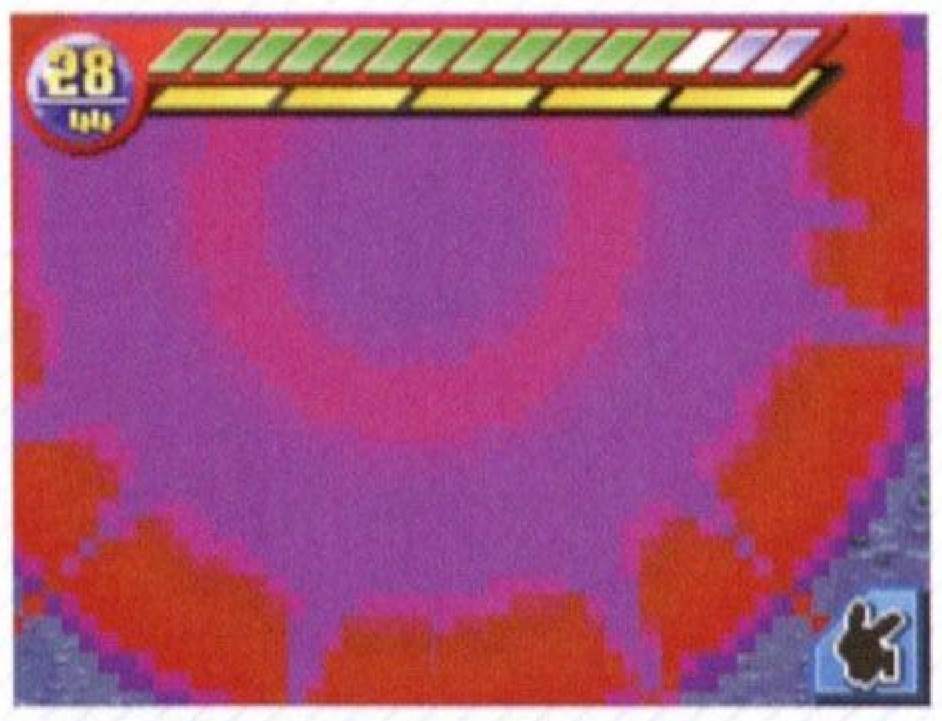
Catch both Poliwag as you pass through the blue-tinted cave in pursuit of Deoxys's Speed Forme. This forme takes only three circles to beat, but it's so quick you're not likely to pull it off without a Poké Assist. Use Poliwag's Water Poké Assist to create bubbles around the screen, and strike when Deoxys blunders into one of them.

④ Capture a Kirlia

Pass through door G to the south and capture a Graveler. Take it back to where you fought Deoxys's Speed Forme and use it to destroy the cracked wall there. Capture a Kirlia beyond the wall, as its Psychic Poké Assist will be useful against Deoxys. If you don't have a variety of friend Pokémon, seek them out on your way to point 5.

⑤ Deoxys' Normal Forme

You can catch Deoxys only in its Normal Forme, but it won't expose that vulnerability until you defeat one of its other formes. Your variety of friend Pokémon should make that easier, and if you don't have the appropriate Poké Assist or if a particular forme gives you trouble, you can wait until Deoxys cycles to a different forme. After you beat any non-Normal Forme, Deoxys's Normal Forme will appear and cause a large purple explosion. Use your partner Pokémon or Kirlia to stun it and go for the win!



Deoxys won't stay in its Normal Forme for long, so you need to act quickly. Choose your Poké Assist during the explosion to ensure that Deoxys will be onscreen when it takes effect.

Deoxys may be resistant to Kirlia's mental powers, but the Psychic Poké Assist will still stun it long enough for a successful nine-loop capture. A fully charged Minun or Plusle will give you an even longer stun.

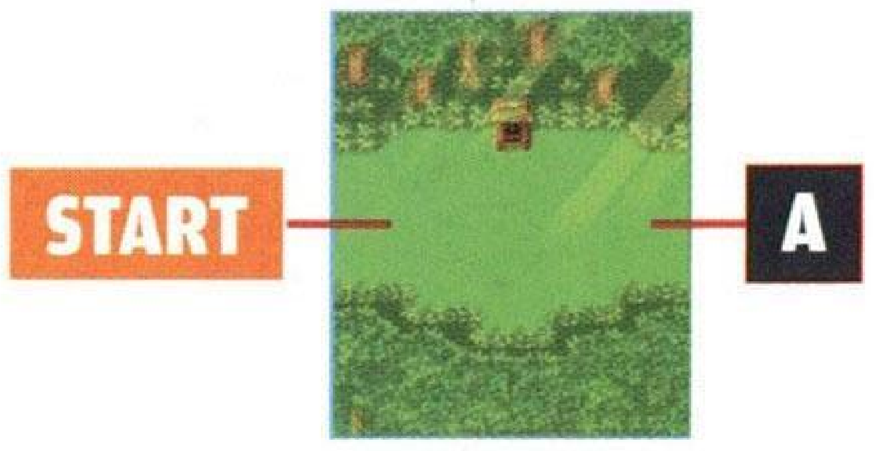
RANGER NET MISSION 2

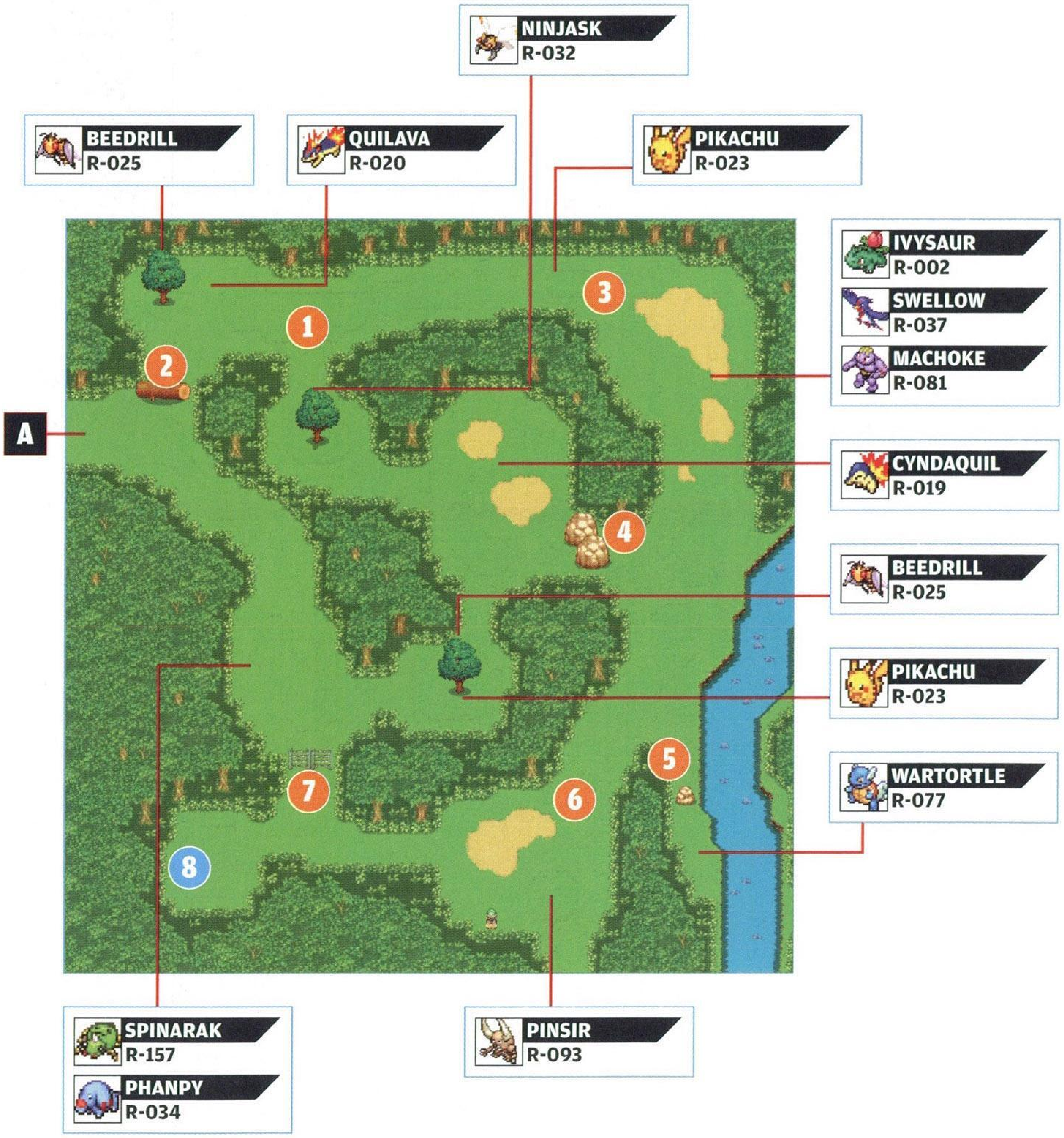
Rescue Celebi!

Celebi has been spotted in Lyra Forest—unfortunately, the Go-Rock Squad saw it too. Catch Celebi before those thugs can!

MISSION OVERVIEW

1. Go-Rock Squad Grunt fight #1
2. Burn the fallen log
3. Go-Rock Squad Grunt fight #2
4. Smash the boulders
5. Capture a Wartortle
6. Go-Rock Squad Grunt fight #3
7. Cut down the metal fence
8. Capture Celebi




NINJASK
R-032
BEEDRILL
R-025
QUILAVA
R-020
PIKACHU
R-023
IVYSAUR
R-002
SWELLOW
R-037
MACHOKE
R-081
CYNDAQUIL
R-019
BEEDRILL
R-025
PIKACHU
R-023
WARTORTLE
R-077
A
1
2
3
4
5
6
7
8
SPINARAK
R-157
PHANPY
R-034
PINSIR
R-093

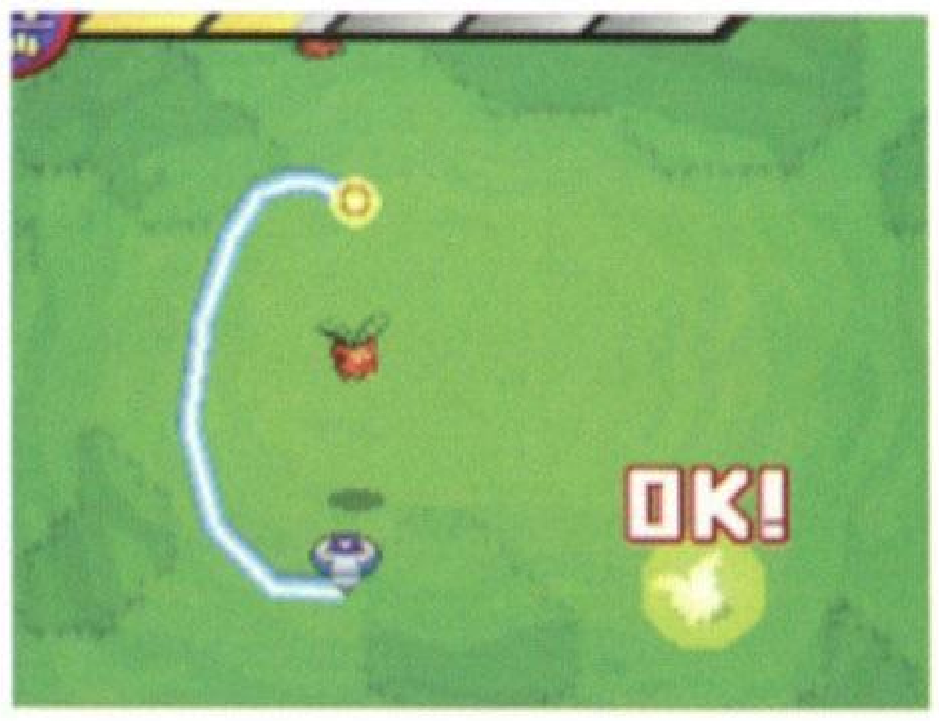
CAPTURE CONDITIONS

BLACK-LABELED POKéMON

Available from the start of the mission

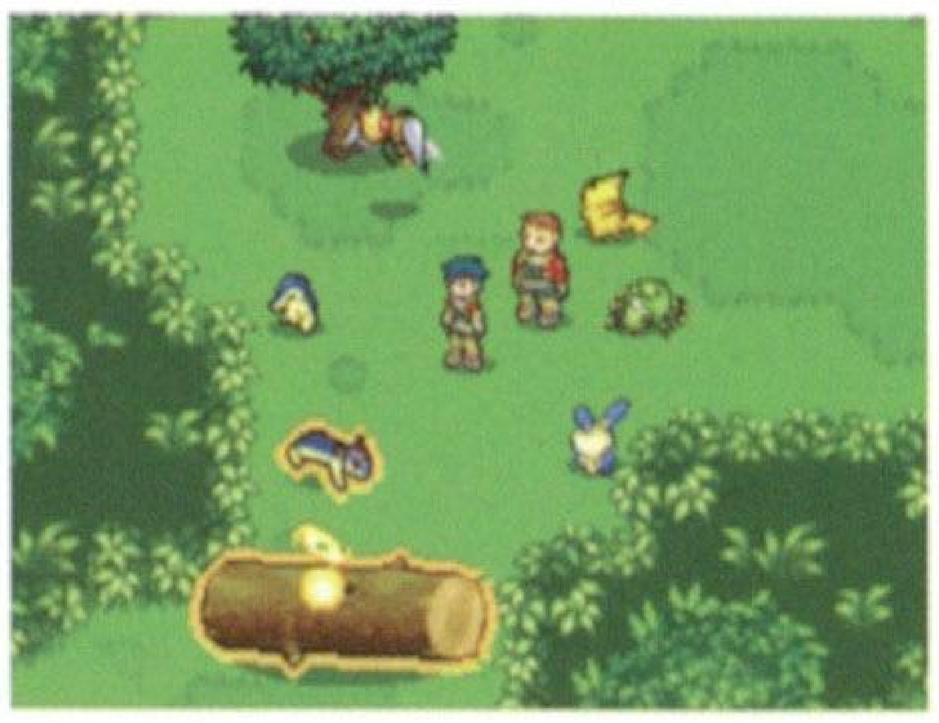
① Go-Rock Squad Grunt fight #1

A fallen log at point 2 blocks the path to point 1, so you'll need to circle through the center of the forest. A Go-Rock Squad Grunt will block your way, but its party of Hoppip isn't even capable of damaging you! Take the opportunity to circle the Hoppip extra times to charge up your partner Pokémon.



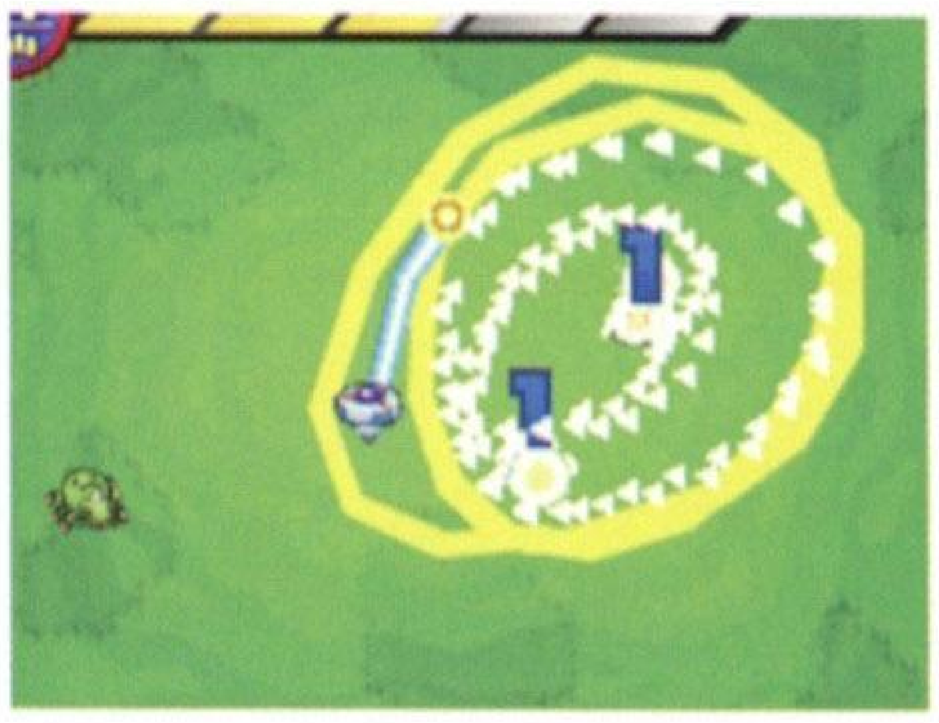
② Burn the fallen log

The next Go-Rock Grunt is waiting to the east, but while you're in the area you may want to capture the nearby Quilava and use its double-Burn Field Move to torch the fallen log, in case Celebi runs this way later. Then recapture Quilava and a Cyndaquil or two, as their Fire Poké Assists are supereffective against most of the Pokémon in Lyra Forest.



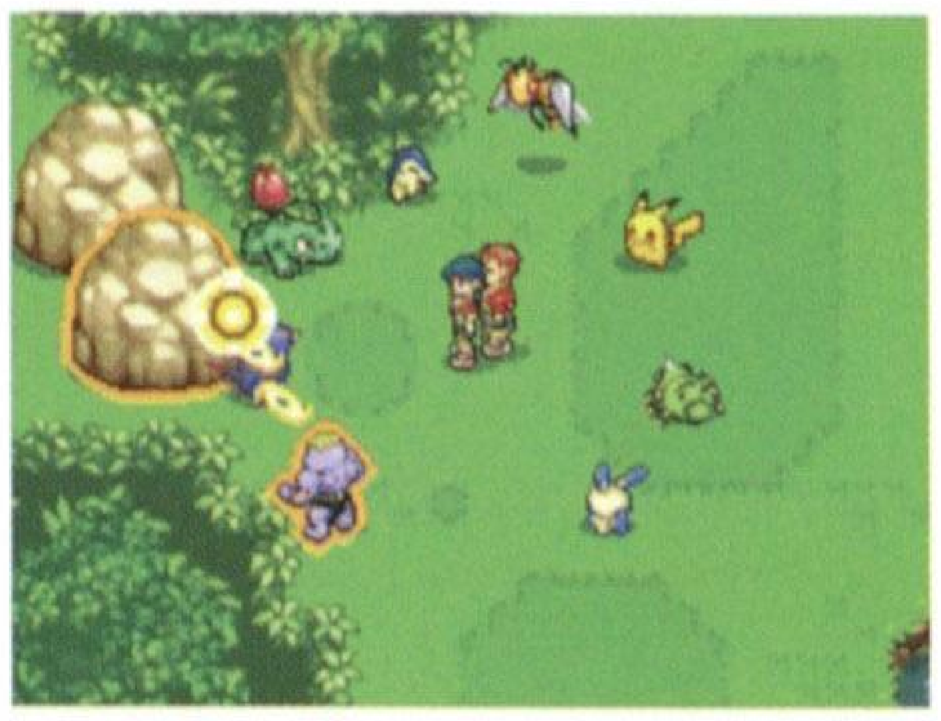
③ Go-Rock Squad Grunt fight #2

The Go-Rock Squad Grunt you encounter at point 3 is packing a trio of Spinarak. These Bug-group members can do some damage to your Styler if you aren't careful, but if you pay close attention to which Spinarak have fired a web recently, you should be able to catch two or three at once in the lull between attacks.



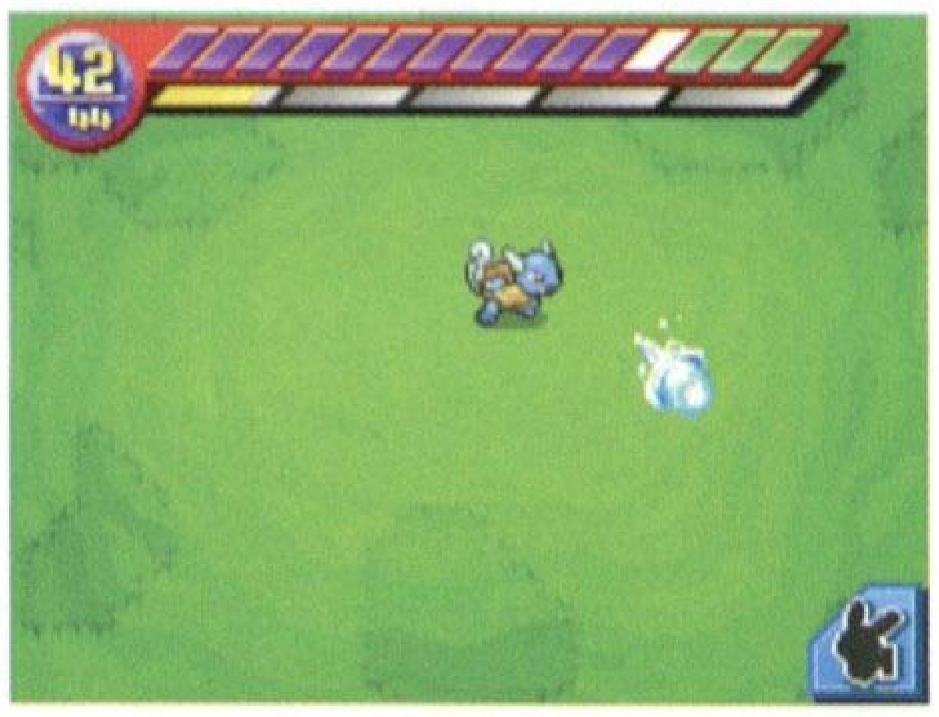
④ Smash the boulders

There's a Machoke wandering in this area, and if you feel like picking a fight, you can capture it and use its Field Move to smash a boulder. It's unlikely Celebi will make it this far out, but if it does you'll be happy that the route is open.



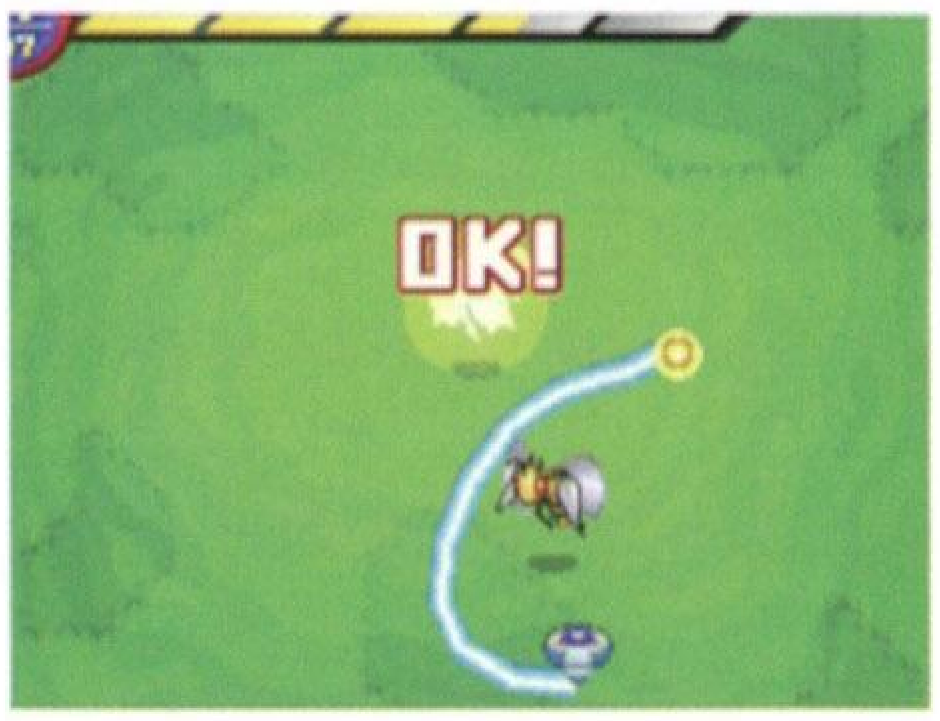
⑤ Capture a Wartortle

A Water Poké Assist is always a nice tool to have, especially against fast-moving Pokémon like the Celebi to come. To find a Water-group Wartortle, destroy the rock at point 5 with the Field Move of a Machoke or a Beedrill. Wartortle will jump out of the water and attack as you walk along the river.



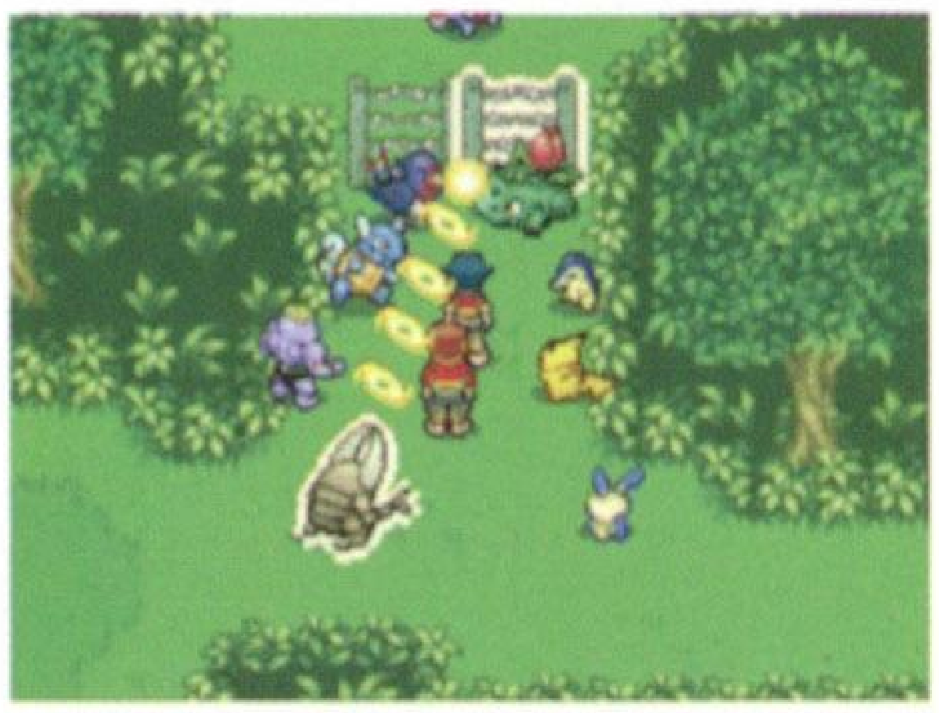
⑥ Go-Rock Squad Grunt fight #3

The third and final Go-Rock Squad Grunt attacks with a trio of Beedrill. These fast-moving Pokémon aren't as easy to capture as the Hoppip and Spinarak were, but you should still be able to catch one after an attack and loop it three times without much trouble. Of course, you can also use a Flying, Fire, or Discharge Poké Assist for a much quicker victory.



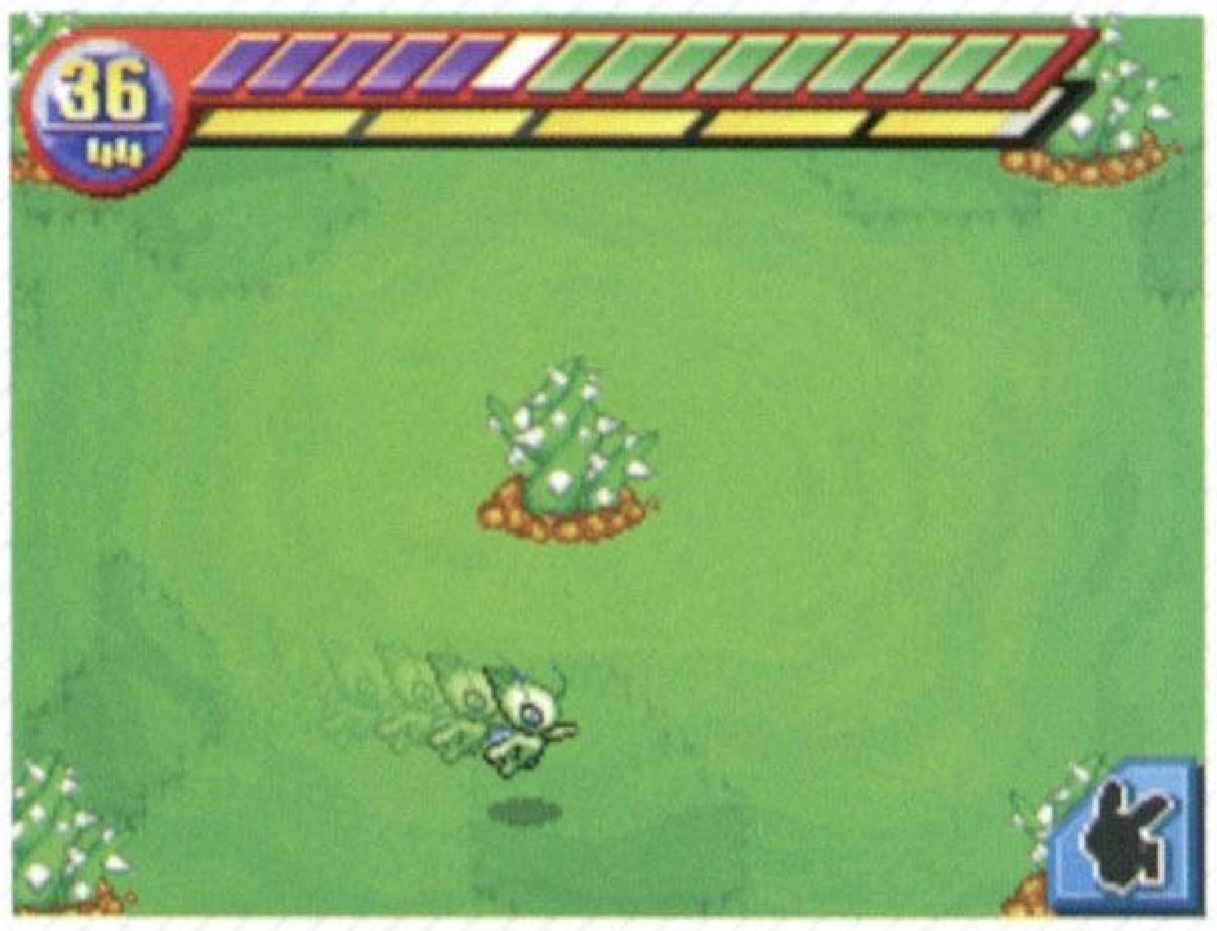
⑦ Cut down the metal fence

Capture the Pinsir near point 6, and take it along as you continue east. You'll see an event in which a Go-Rock Squad Grunt tries and fails to capture Celebi, ultimately driving Celebi back toward the forest entrance. Use Pinsir's double-Cut Field Move to hack through the metal fence and chase down Celebi!

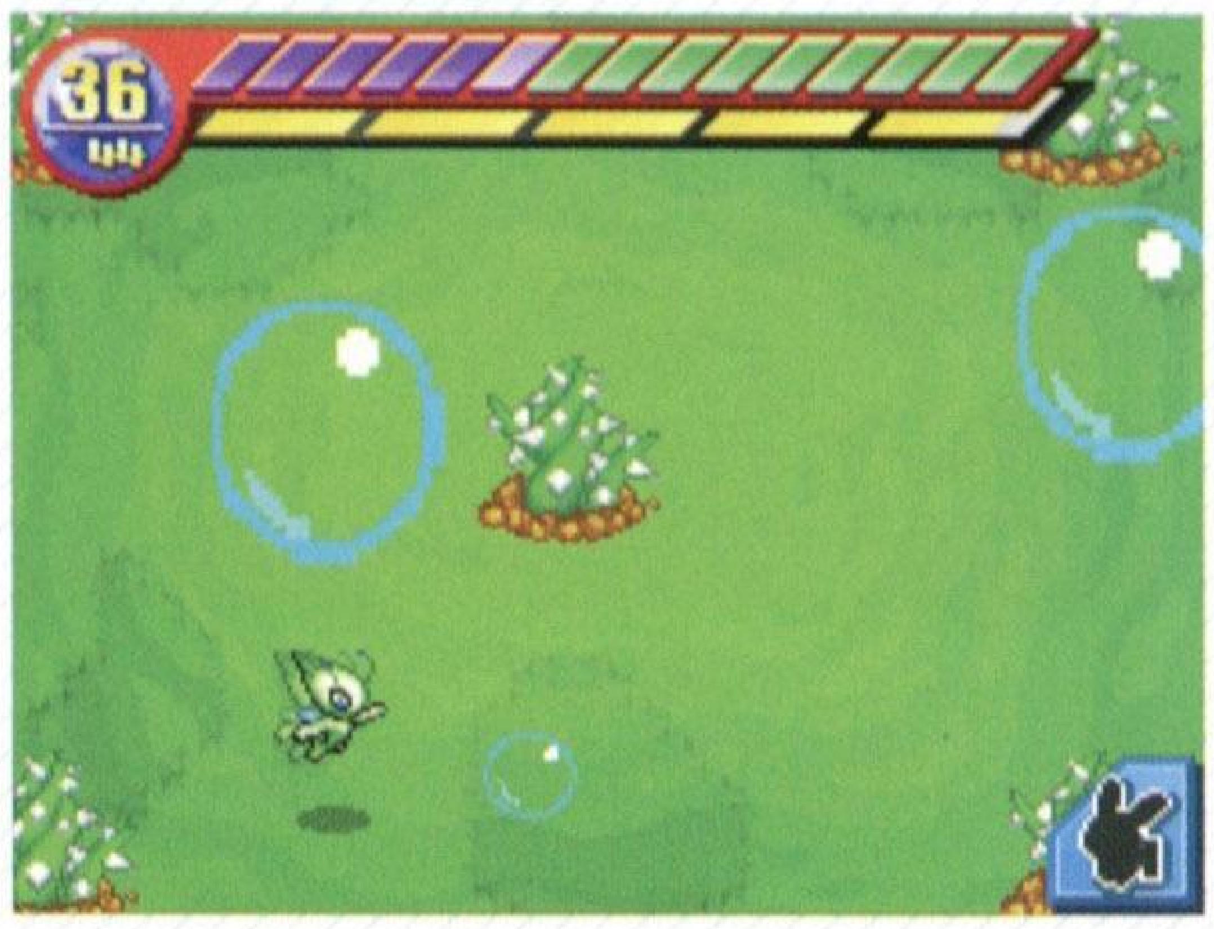


⑧ Capture Celebi

Zippy Celebi will attempt to flee combat and run wildly around the map. If you've cleared all the obstacles, you should be able to follow Celebi wherever it runs, giving you as many chances as you need to catch it. Celebi takes only three circles to capture, but it won't hold still to give you many opportunities. However, if you circle quickly you can often catch Celebi the very instant the battle begins!



Celebi summons thorny vines that will damage your Capture Line if you touch them. Don't loop wildly as you attempt to catch a fleeing Celebi, or you may hit the thorns.



You can stun Celebi with your partner's Discharge Poké Assist, but there's no guarantee that it will be onscreen when you do. If you try and fail, you may have better luck with Wartortle's Water Poké Assist—just scatter bubbles around the battlefield and wait for Celebi to run into one.

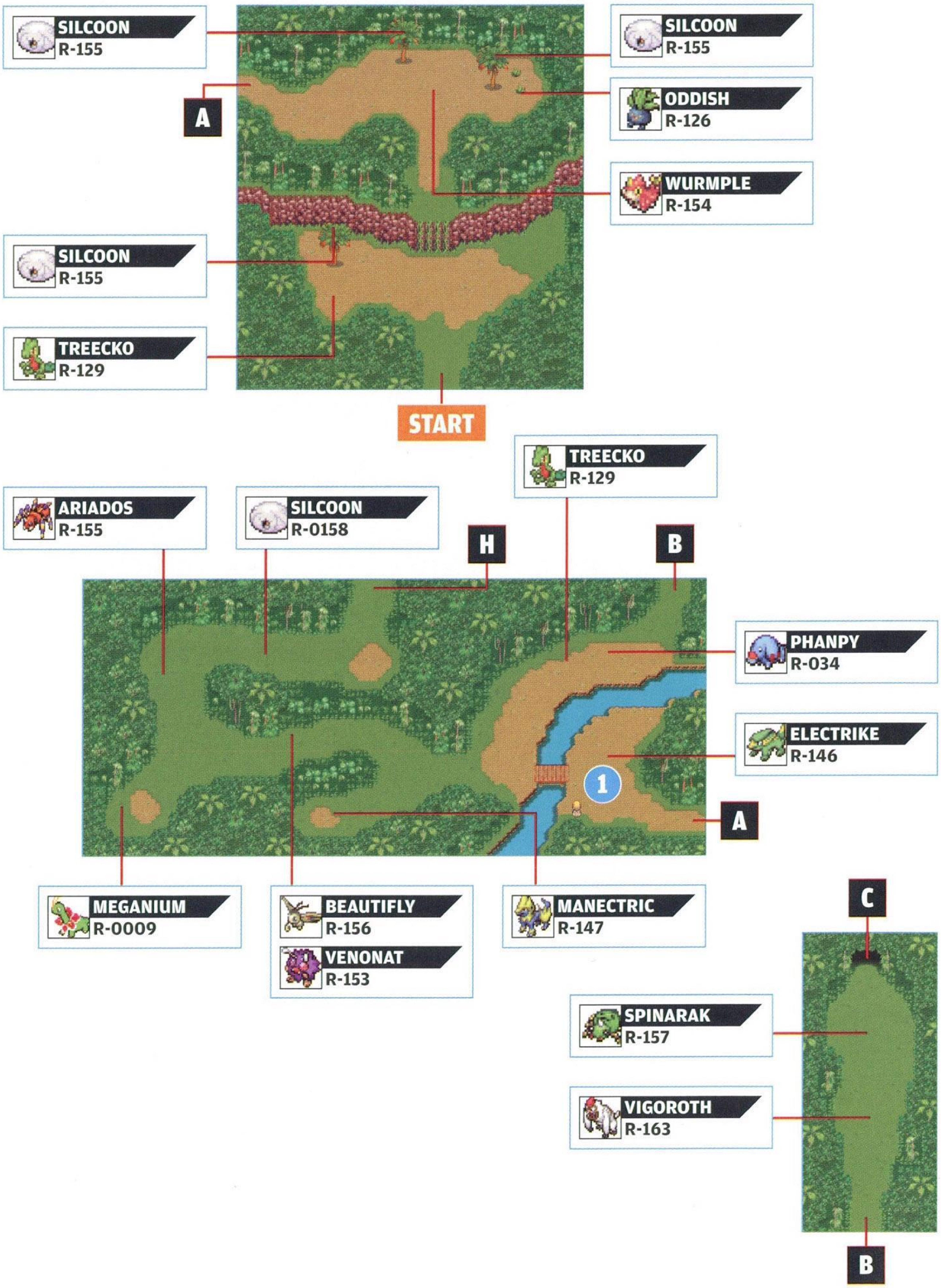
RANGER NET MISSION 3

Find Mew, the Mirage!

Percy thought he spotted a Mew in Olive Jungle, but he isn't sure. Track Mew through the jungle to prove Percy right.

MISSION OVERVIEW

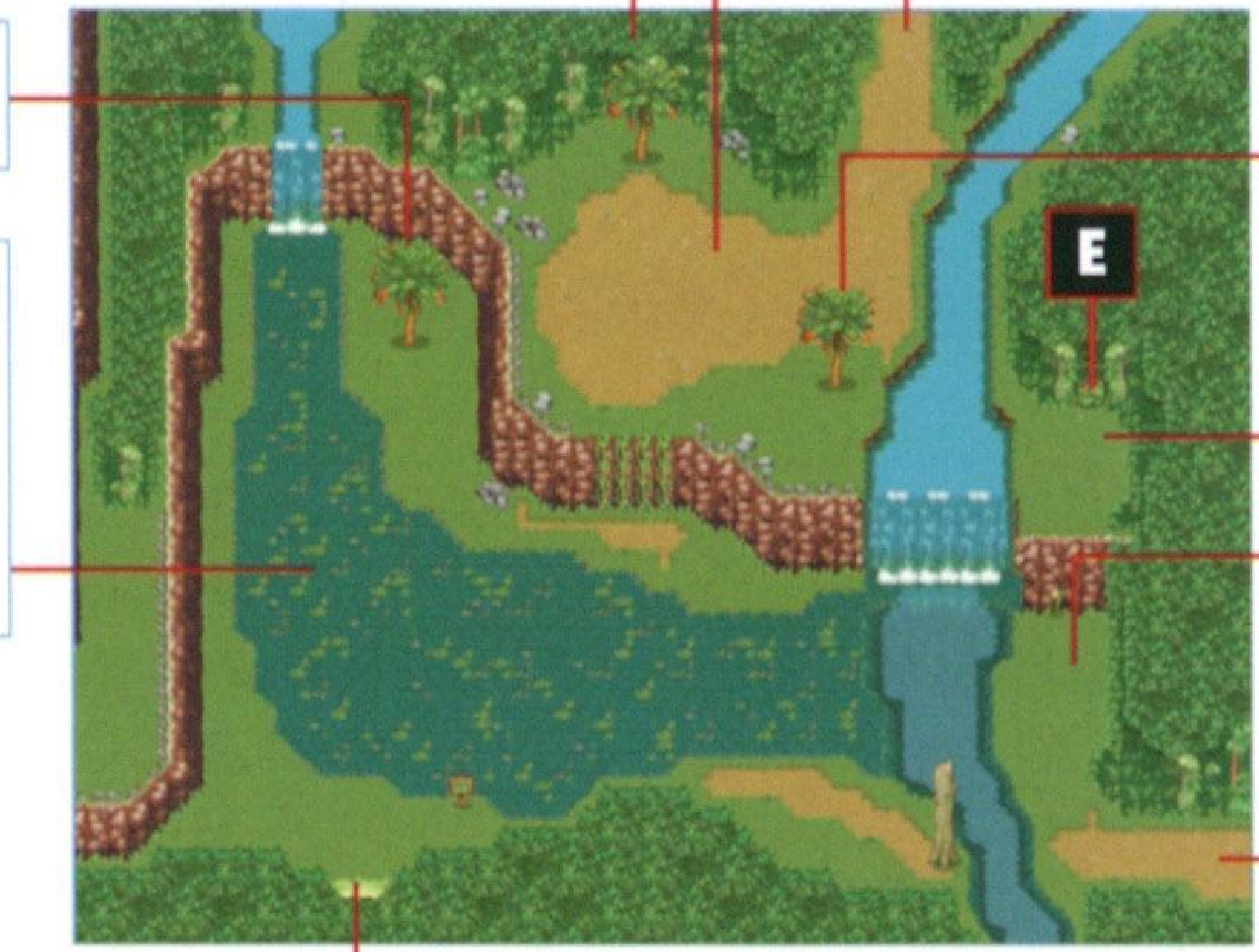
① Track and capture the elusive Mew


SILCOON R-155
SILCOON R-155
ODDISH R-126
A
WURMPLE R-154
SILCOON R-155
TREECKO R-129
START
TREECKO R-129
ARIADOS R-155
SILCOON R-0158
H
B
PHANPY R-034
ELECTRIKE R-146
1
A
MEGANIUM R-0009
BEAUTIFLY R-156
VENONAT R-153
MANECTRIC R-147
C
SPINARAK R-157
VIGOROTH R-163
B

CAPTURE CONDITIONS

BLACK-LABELED POKéMON

Available from the start of the mission



SLAKOTH R-162

LUDICOLO R-134

HERACROSS R-134

SILCOON R-155

LOTAD R-132

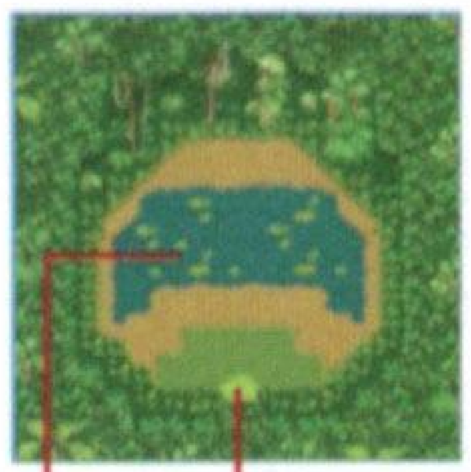
TREECKO R-129

ELECTRIKE R-146

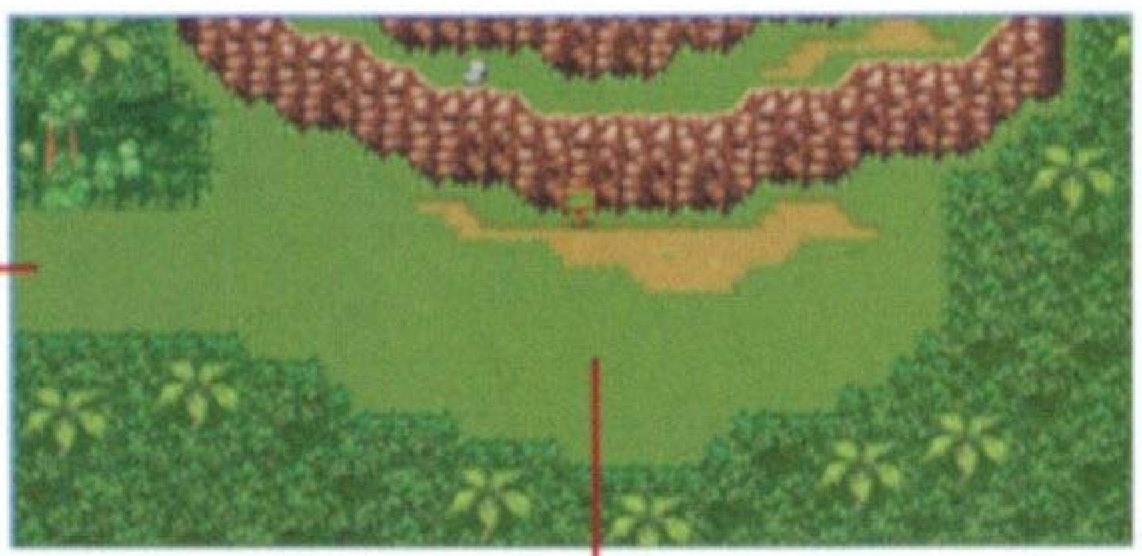
SILCOON R-155

GROVYLE R-130

ELECTRIKE R-146

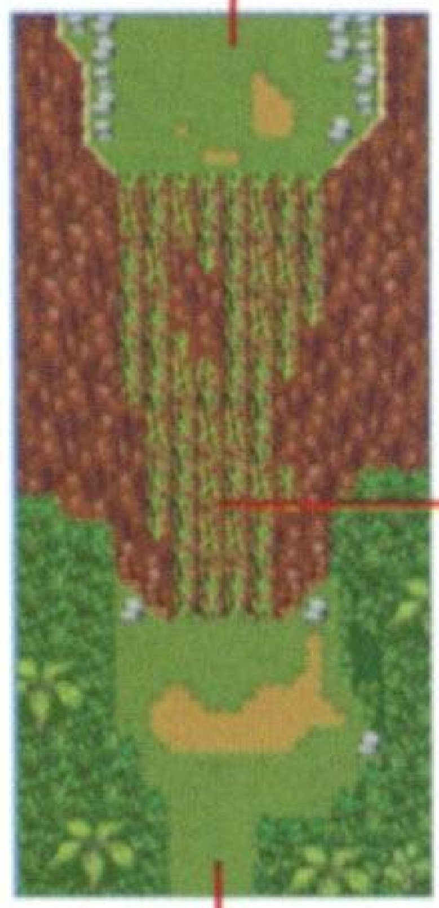


LOMBRE R-133

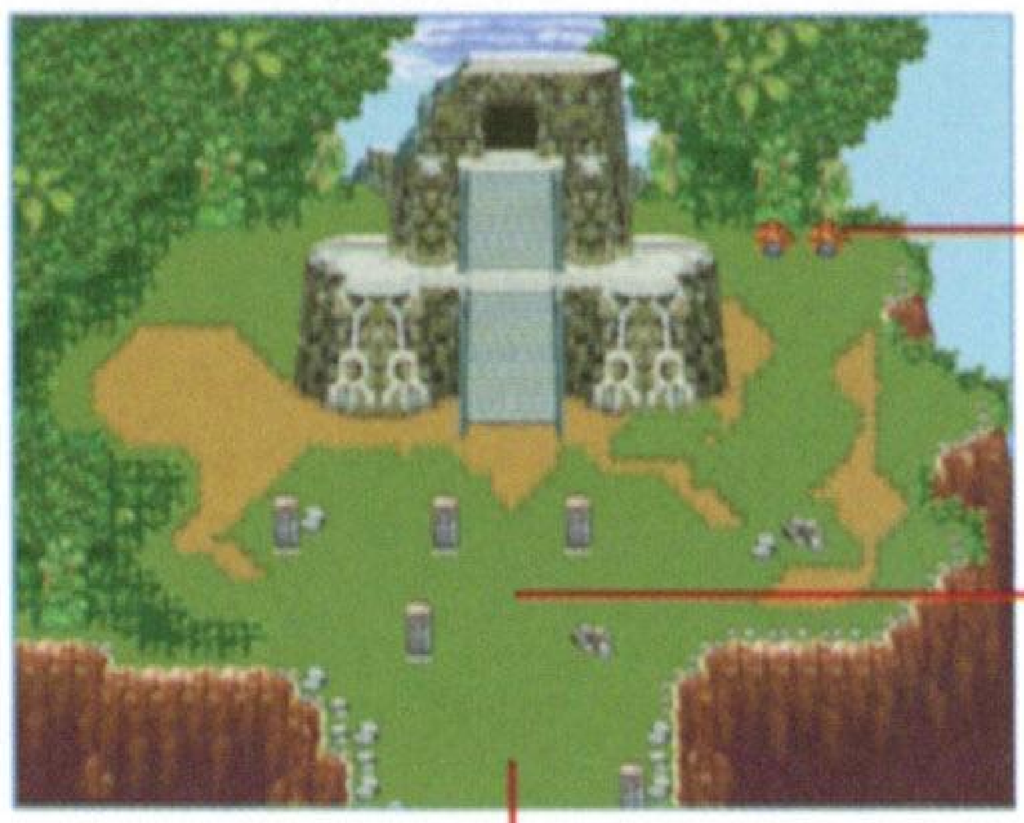


PRIMEAPE R-150

MANKEY R-149



GLIGAR R-160



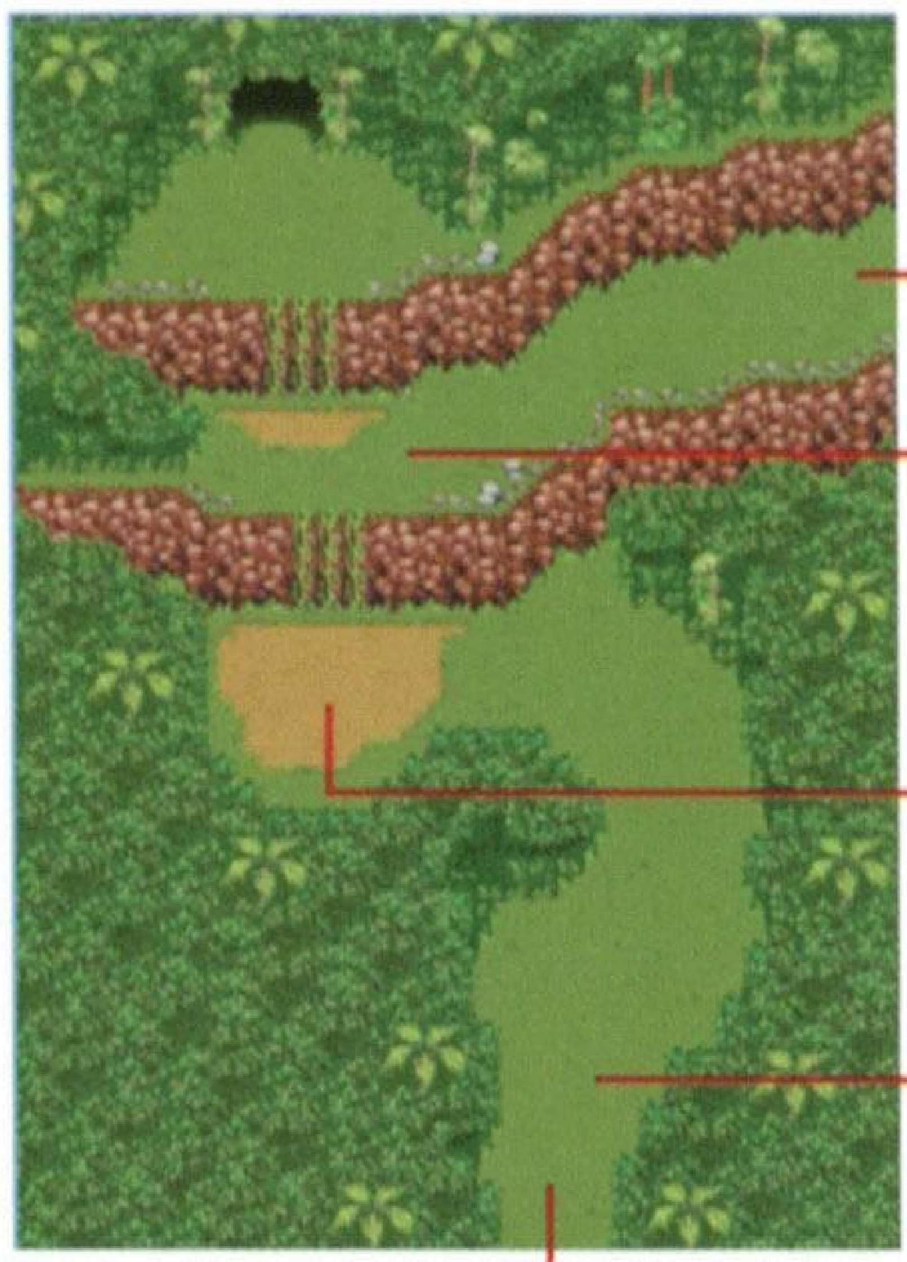
GLOOM R-127

SHEDINJA R-033

GROVYLE R-130

SLAKING R-164

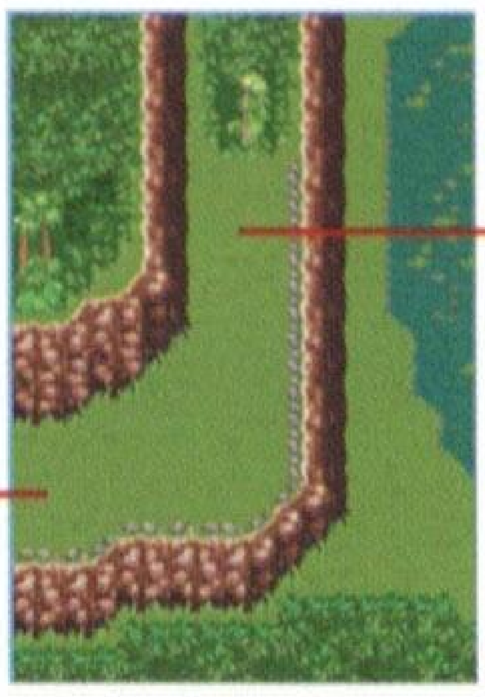
ELECTRIKE R-146



BEAUTIFLY R-156

ARIADOS R-155

WURMPLE R-154

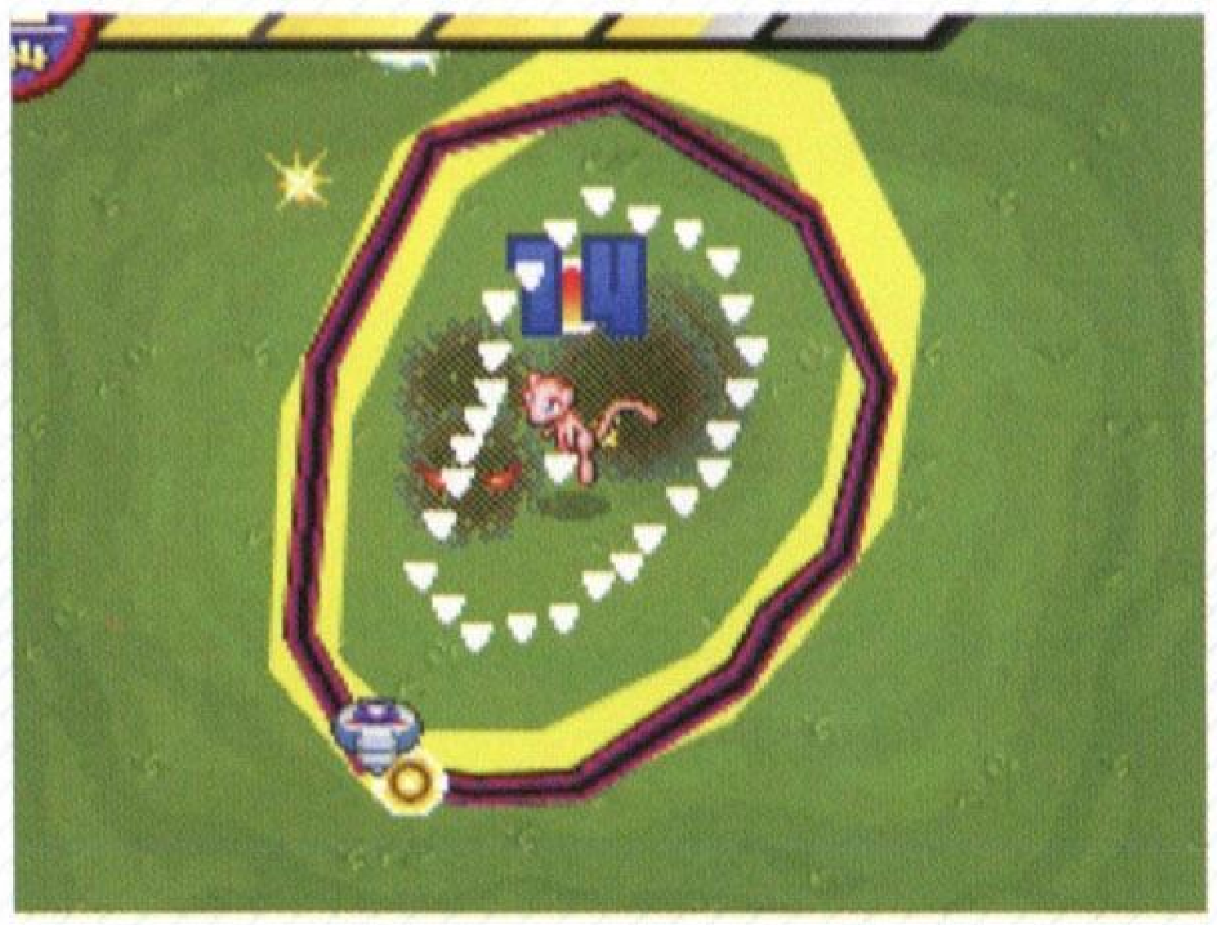


BAYLEEF R-008

① Track and capture the elusive Mew

Mew is floating free in Olive Jungle, and you'll have to track it down area by area. Whenever you enter a new region and an exclamation point pops up over your head, it means that Mew is somewhere on that map. Mew won't leave the area until you challenge it, so scour the map until you find it. Mew can float through objects and will flee if it spots you, so this won't be an easy chase.

Mew will not attack you in combat, but it won't go quietly, either. It teleports around the capture screen and floats offscreen, making it extremely difficult to pull off 17 loops before it flees the battle. When Mew does flee, it will travel to an adjacent map; if you don't see which way it went, you'll have to try all the adjacent areas until you see that exclamation point. Rather than chasing Mew for hours, head to the Jungle Relic and capture the two Shedinja there. Their Ghost Poké Assists are the only Poké Assists that are effective against Mew.



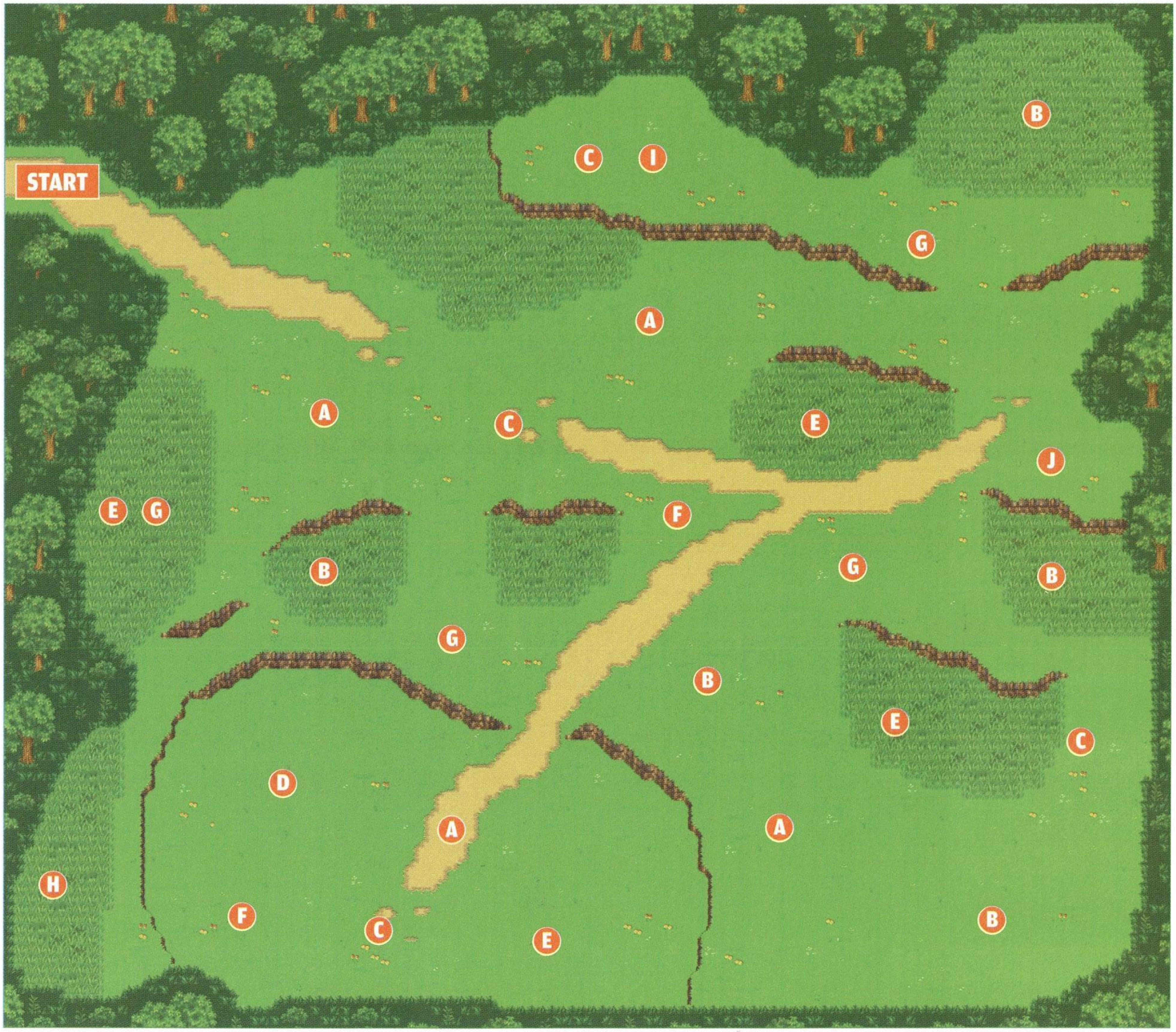
The Discharge and Water Poké Assists will only freeze Mew for a second or two, but Shedinja's Ghost Poké Assist can trap Mew and prevent it from teleporting. The two Shedinja are a bit out of the way, but getting them is well worth the trouble.

Grassland Challenge

Ringtown's Grassland Capture Challenge is home to many rare Pokémon. Can you beat Spenser's high score?

The Kisara Plain

Speak to MC Fielder at the east exit from Ringtown whenever you'd like to attempt the Grassland Capture Challenge. You'll be given a Doduo to ride and three minutes to capture all the Pokémon you can without using Poké Assists. The game seems simple, but it's deeper than it looks; capturing certain Pokémon will make other, higher-value Pokémon appear, and it will be hard to beat Spenser's score without using that to your advantage.



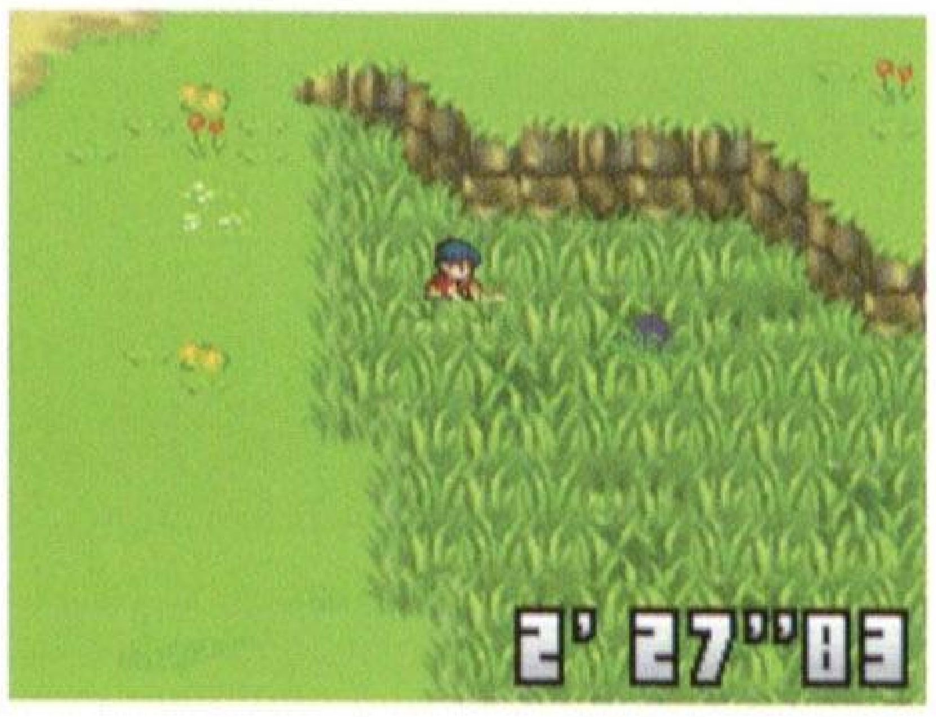
	POKéMON	POINTS	APPEARANCE FREQUENCY	APPEARANCE CONDITIONS
A	Bulbasaur	200	Infrequently	Can always be found.
	Kirlia	300	Frequently	
	Spearow	400	Rarely	
	Gardevoir	500	Always	Capture two Kirlia (only two appear.)
	Doduo	1,800	Always	Capture two Gardevoir.
B	Tangela	200	Infrequently	Can always be found.
	Torchic	300	Frequently	
	Spearow	400	Rarely	
	Torchic	300	Rarely	Capture two Torchic to reveal Combusken. (Torchic will appear less often and Spearow will no longer appear.)
	Combusken	700	Frequently	
	Torchic	300	Infrequently	Capture two Combusken to reveal Arcanine. (Torchic and Combusken will appear less often, and Spearow and Tangelawill no longer appear).
	Combusken	700	Rarely	
	Arcanine	2,000	Frequently	
C	Donphan	800	Rarely	Can always be found.
	Spoink	400	Frequently	
D	Tauros	500	Always	Can always be found (only five appear).
E	Abra	500	Frequently	Appears after one minute.
	Kecleon	1,000	Rarely	
F	Slowpoke	1,600	Always	Capture two Abra (only one appears).
G	Rapidash	1,600	Always	Capture two Spoink.
H	Dodrio	2,301	Always	Appears after you earn a high score of 5,001+ (only one appears).
I	Fearow	2,601	Always	Appears after you earn a high score of 50,001+ in Capture Arena (only one appears).
J	Skarmory	2,301	Always	Appears after you beat the game (only one appears).

Prepare your game plan in advance

It won't be easy to beat Joel's score if you simply run around catching whatever Pokémon you stumble across. When you first appear on the field, it will be filled with low-value Pokémon, and catching 5,000-plus points' worth of them will be difficult in the time allotted. Instead, select a high-value Pokémon from the chart above and work toward fulfilling its appearance condition. Catching two Spoink to make Rapidash appear is probably the easiest route, but you can also hit high scores by working from Torchic to Combusken to Arcanine.

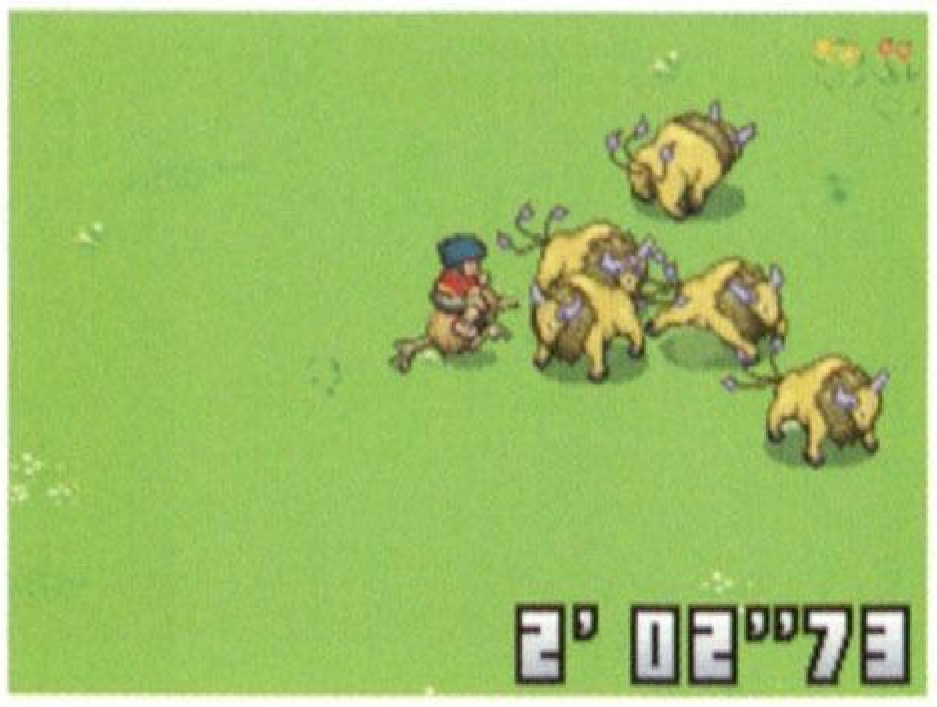
Hunting in the grass patches

Running through the patches of grass will slow you down, but certain Pokémon never leave these fields. You can spot them by looking for a shadow, and the shadow will even tell you what Pokémon it is; Torchic's shadow holds steady, while Abra's flickers. To get a high score, you'll want to catch only one or the other, so study the shadows before you strike.



The Tauros herd

A herd of five Tauros appears in the southwest part of the map, offering a tantalizing 2,500 points. But don't let that tempt you into an unwinnable fight; quickly catching five eight-loop Tauros in a single battle is virtually impossible when you can't use Poké Assists. Wait for the herd to split up, then challenge the Tauros two or three at a time.



Abandon time-wasting battles

Don't waste time on losing battles; if you just can't catch a Pokémon, circle it once and flee. This will cost you several seconds of lost time, but don't get discouraged when your original plan doesn't pan out. Abra will begin appearing in grass patches after one minute, and you can change gears and capture them to reveal an easy-to-catch, high-value Slowpoke.

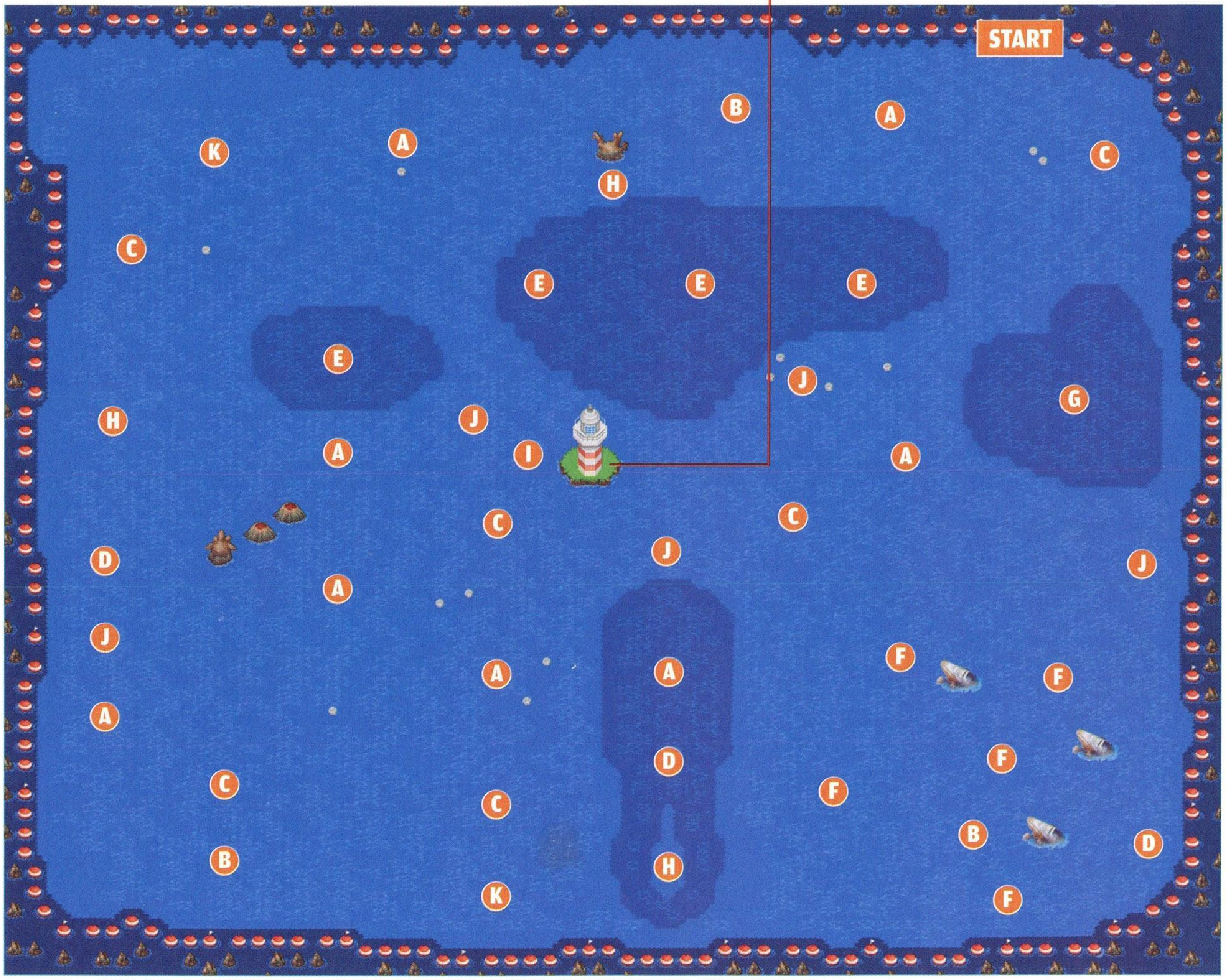
Marine Challenge

The Summerland Marine Capture Challenge offers high-tension thrills and several exclusive Water-group Pokémon.

The Safra Sea

When you speak to MC Fisher in Summerland, he'll put you on a Lapras and send you on a Capture Challenge in the Safra Sea. The rules and objectives are the same as they were in the Grassland Capture Challenge, but this time you'll be hunting Water-group Pokémon, a great many of which appear nowhere else in the game. Mastering the intricacies of the Marine Capture Challenge is the only way to unlock nearly a dozen Browser entries.

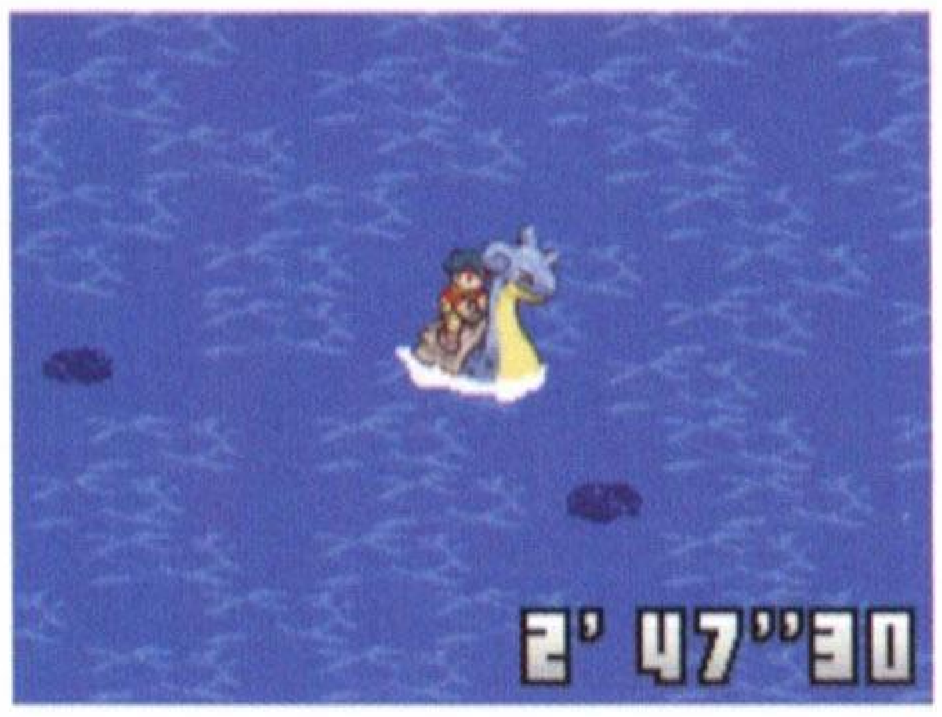
If you want a break from Pokémon catching, the man on the lighthouse would be happy to tell you a story. Don't worry about the ticking clock—he'll pause it while you chat.



	POKéMON	POINTS	APPEARANCE FREQUENCY	APPEARANCE CONDITIONS
Ⓐ	Goldeen	300	Frequently	Can always be found.
	Magikarp	100	Rarely	
	Seaking	700	Always	Catch two Goldeen.
Ⓑ	Wailmer	2,200	Always	Catch two Seaking (Seaking will no longer appear).
Ⓒ	Staryu	200	Frequently	Can always be found.
	Magikarp	100	Rarely	
	Starmie	600	Always	Catch two Staryu.
Ⓓ	Psyduck	1,600	Always	Catch two Starmie (Starmie will no longer appear).
Ⓔ	Remoraid	200	Frequently	Can always be found.
	Octillery	500	Rarely	
Ⓕ	Carvanha	200	Frequently	Can always be found.
	Sharpedo	400	Rarely	
	Carvanha	200	Rarely	Appearance frequency reverses after you catch five Carvanha.
	Sharpedo	400	Frequently	
Ⓖ	Luvdisc	700	Always	Appears after one minute (only five appear).
Ⓗ	Mantine	1,500	Always	Appears after you catch three Remoraid (only three appear).
Ⓘ	Pelipper	2,301	Always	Appears after you earn a high score of 5,001+ (only one appears).
Ⓙ	Horsea	400	Frequently	Appears after you beat the game.
	Seadra	800	Rarely	
	Horsea	400	Infrequently	Appears less frequently after 2 or more have been caught.
	Seadra	800	Rarely	
	Kingdra	2,300	Frequently	Catch two Horsea (Horsea and Seadra will appear less frequently).
Ⓚ	Gyarados	2,500	Always	Appears after beating the game; catch five Magikarp (only one appears).

Dark spots in the water

Many of the Pokémon in the Marine Capture Challenge lurk under the water's surface, but you can find them by looking for the black shadows they cast on the surface. Larger shadows suggest larger Pokémon, which are almost always worth more points. In the normal ocean, the underwater Pokémon are usually Goldeen and Magikarp, but they'll be replaced by Remoraid and Octillery in most of the deepwater patches.

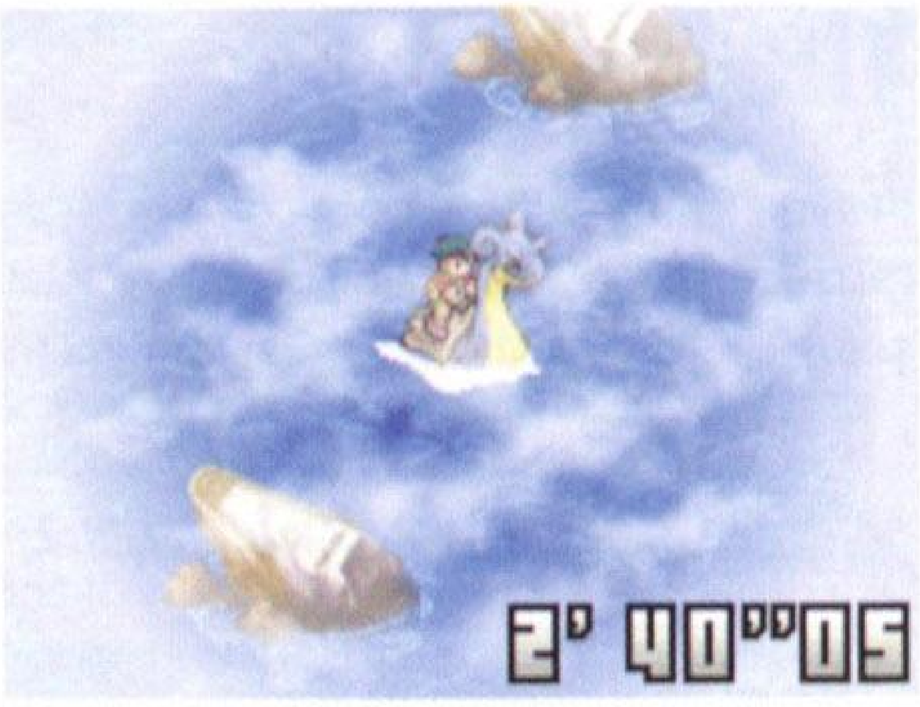


Work up to the big fish

As in the Grassland Capture Challenge, it is difficult to beat the high score by merely catching the small fish that appear initially. You can work your way up from Goldeen to Seaking and Wailmer, from Staryu to Starmie and Psyduck, or from Remoraid to Mantine. If you've beaten the game, you'll also be able to make Kingdra appear by catching Horsea, and reveal Gyarados by catching Magikarp.

Lurking in the fog

The southeastern corner of the map is shrouded in fog that will make it difficult to see any of the Pokémon in the area. You can find Pokémon with your map, but this isn't a great place to come for points—the fog-loving Carvanha and Sharpedo don't build up to anything bigger. However, you will want to visit this area if you've revealed a high-value Psyduck or Wailmer.



The school of Luvdisc

After a minute passes, a school of Luvdisc will appear in the heart-shaped deepwater pool at the east end of the map. Unlike the Tauros in the Grassland Capture Challenge, you can safely catch all five Luvdisc in the same challenge, since Luvdisc take only two loops to catch and cannot harm your Styler. They spend a lot of time underwater, so this battle may take a while; the trick is to begin the battle when there are only a few seconds on the clock. Since the challenge doesn't end if you're in the middle of the battle, you'll have all the time you need to catch 35,000 points' worth of Luvdisc.

Arena Challenge

The Fall City Capture Arena will open it doors after you beat the game. Can you best Spenser at the ultimate Ranger challenge?

Two Paths to Victory

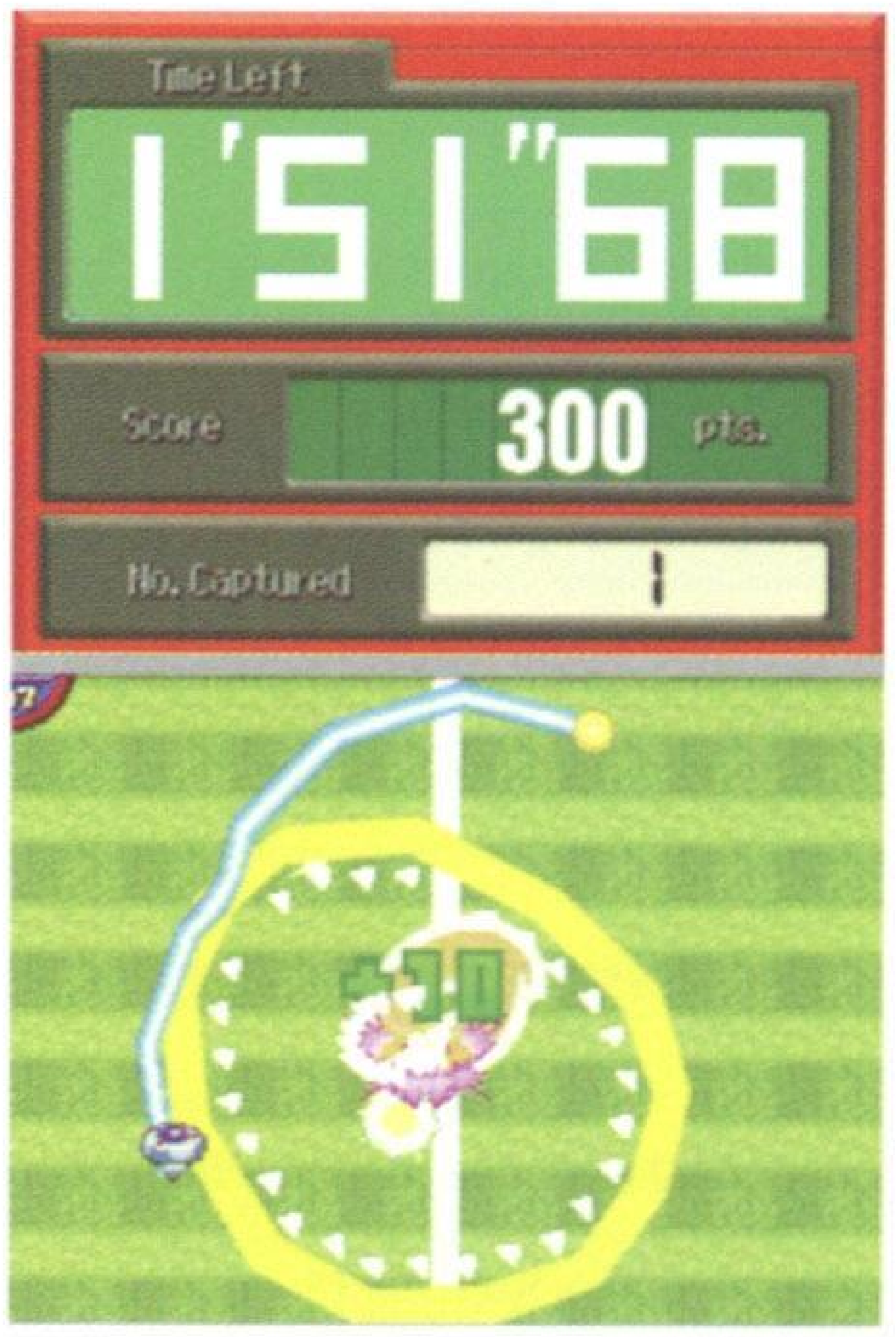
The rules of the Capture Arena are simple—capture as many Pokémon as you can in two minutes—but the strategies can be quite complicated. The Capture Arena hosts 10 ranks, and in each rank random Pokémon will fall to the field at timed intervals. You can capture them immediately (which makes it easy to get in the extra loops that earn you more time), or you can wait until multiple Pokémon are on the field and capture them all in one circle for significant point bonuses. It's virtually impossible to do both, so decide early if your goal is to advance to higher ranks, or to set up situations in which you can circle multiple Pokémon for triple or quadruple point bonuses. If you choose the latter strategy you may not get far in ranks, but you can earn high scores as early as Rank 3 or 4!

To Fall City

(see pg. 24)

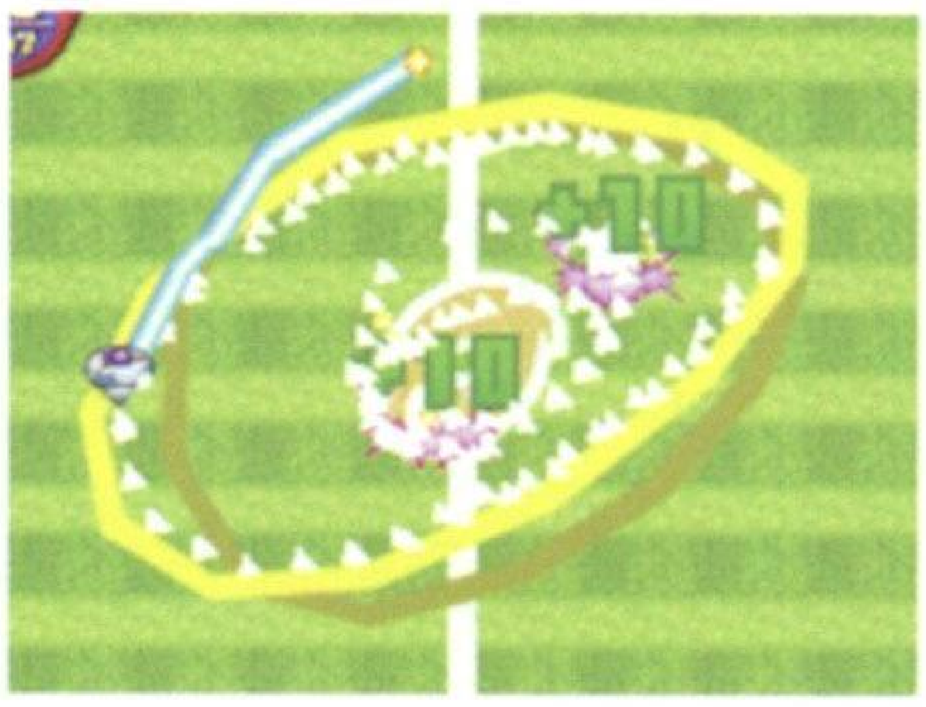
Adding time

Every time you circle a Pokémon more times than its required loop number, you'll earn an extra second of time. You can earn a maximum of 10 seconds from each Pokémon, so any loop after the "+10" pops up will be wasting time, not earning it.



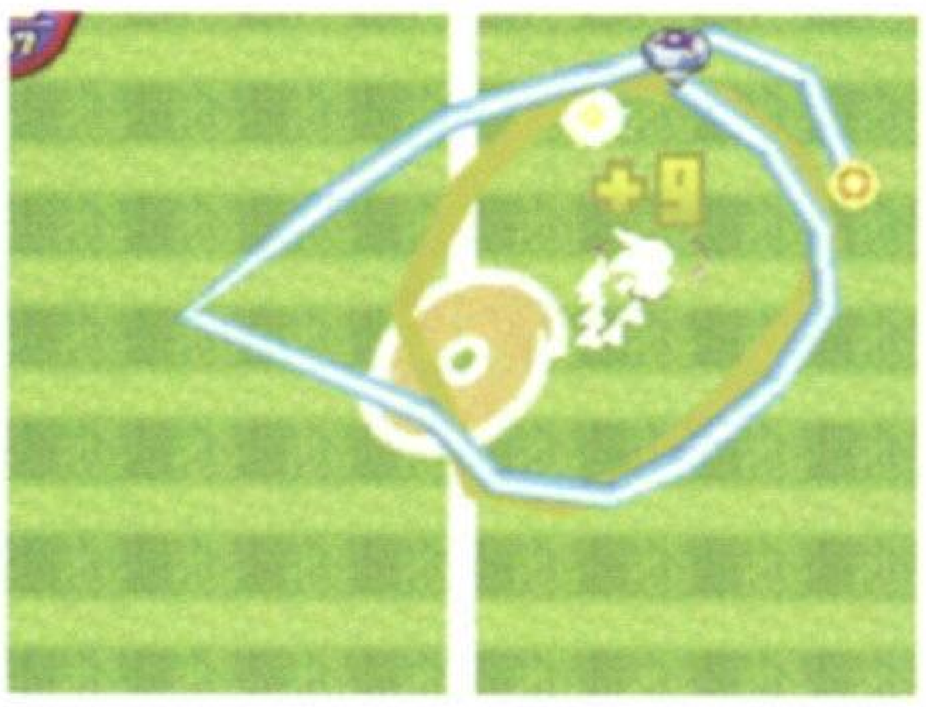
Capture multipliers

If you capture two Pokémon in one circle, you'll earn double points on each. If you capture three, you'll earn triple, and so on. These point bonuses are huge, but going for them can be risky; you're much more likely to fail when catching multiple Pokémon, and attempting extra loops for bonus time isn't usually practical.



Recharging your Styler

A Pichu, Pikachu, or Raichu will appear once per rank. In addition to the usual time bonus, each additional circle you earn on one of these Pokémon will recharge your Styler by one bar (with the usual maximum of 10 extra circles).



The Ranks

Pokémon enter the capture field at timed intervals, although each rank has a maximum capacity. With the exception of Styler-rechargers like Pichu and the rank's boss at the end, the Pokémon are chosen at random from the tables listed here.

RANK 1 **Pokémon capacity: 2**

POKéMON	POINTS	APPEARANCE FREQUENCY
Torchic	300	Frequently
Chikorita	300	
Mudkip	300	
Zigzagoon	600	Rarely
Taillow	800	Infrequently
Pichu	500	Appears 5th
Rhydon	2,000	After catching 10 or more Pokémon

Whether you're aiming for big multipliers or trying to reach higher ranks, you'll always want to go for the time bonuses at Rank 1—with a two-Pokémon limit, the multipliers aren't worth as much as the extra time is. You should easily be able to score a +10 on every Pokémon; only Torchic and Rhydon have any real ability to attack, and you can usually compensate for their strikes by widening your loops.

RANK 2

Pokémon capacity: 2

POKéMON	POINTS	APPEARANCE FREQUENCY
Bulbasaur	600	Frequently
Paras	700	
Combusken	800	
Bellsprout	800	Rarely
Poliwag	1,000	Infrequently
Pichu	500	Appears 5th
Machoke	3,000	After catching 10 or more Pokémon

Once again you should try for time bonuses instead of aiming for mere double-point multipliers. Most Pokémon (including boss Machoke) have slow-charging attacks that you can work around by moving your Capture Disc along with them, but Combusken is a true threat; lure out its attack with a scribble and don't start looping until after it fires the fourth fireball.

RANK 3

Pokémon capacity: 3

POKéMON	POINTS	APPEARANCE FREQUENCY
Skitty	1,000	Frequently
Meowth	1,100	
Snubbull	1,300	
Grimer	1,500	
Corphish	1,200	Rarely
Pichu	500	Appears 5th
Muk	4,000	After catching 11 or more Pokémon

This is a great place to go for multiplier bonuses, especially when Skitty hit the field. Skitty use a line-breaking hop after a second or two of being looped, so you can't really score time bonuses on them anyway. If one appears, wait for another Pokémon or two to arrive, and then loop them just enough times to get a successful capture and double or triple points.

RANK 4

Pokémon capacity: 3

POKéMON	POINTS	APPEARANCE FREQUENCY
Treecko	1,200	Frequently
Phanpy	1,500	
Spinarak	1,800	
Mankey	1,600	Rarely
Ludicolo	2,000	Infrequently
Pichu	500	Appears 5th
Politoed	5,000	After catching 12 or more Pokémon

A variety of attacks make it difficult to capture multiple Pokémon in one circle. However, you know Pichu will always be number five, so if you get a high-point Pokémon like Ludicolo on turn 4, you may want to wait for Pichu and go for a double. Boss Politoed can be a serious pain; if it's breathing water at the edge of the screen, you'll have to loop it, dodge the water breath, and repeat.

RANK 5

Pokémon capacity: 3

POKéMON	POINTS	APPEARANCE FREQUENCY
Beedrill	1,000	Frequently
Machop	1,500	
Magmar	2,000	
Bagon	2,500	Rarely
Poliwhirl	3,000	Infrequently
Pichu	500	Appears 5th
Dragonite	6,000	After catching 13 or more Pokémon

If you're going for multipliers, abandon your plan and go for a quick capture whenever a Magmar or Poliwhirl appears. If you get multiples of these Pokémon onscreen at once, using their breath attacks in different directions, it will be very difficult to pull off even solo captures. Time-oriented players will be rewarded for their patience: Dragonite is an easy-to-catch, high-value boss.

RANK 6

Pokémon capacity: 3

POKéMON	POINTS	APPEARANCE FREQUENCY
Larvitar	1,500	Frequently
Bagon	2,000	
Quilava	3,000	
Crawdaunt	3,500	Rarely
Bulbasaur	600	Infrequently
Combusken	800	
Poliwag	1,000	
Donphan	2,500	
Pichu	500	Appears 7th
Flygon	7,000	After catching 14 or more Pokémon

When easy-to-catch Pokémon like Bulbasaur appear, consider waiting for the next Pokémon too, and trying to catch them together (especially if it's on turn 5, two turns before Pichu's debut). But if no easy opportunity presents itself, focus on time bonuses—Pokémon like Quilava and Bagon have predictable patterns and give you enough time between attacks for +10 bonuses.

RANK 7

Pokémon capacity: 4

POKéMON	POINTS	APPEARANCE FREQUENCY
Shelgon	2,600	Frequently
Wartortle	3,000	
Machop	1,500	Rarely
Bagon	2,500	
Houndoom	3,400	
Bulbasaur	600	Infrequently
Poliwag	1,000	
Graveler	3,000	
Poliwhirl	3,000	
Magcargo	4,800	
Pikachu	1,000	Appears 7th
Salamence	8,000	After catching 15 or more Pokémon

This rank's Pokémon capacity is four, and while the prospect of quadruple bonuses is tantalizing, it would be smarter to focus on time bonuses here and save the big-point plays for the easier Rank 8. Save plenty of time for Salamence, who can be a very time-consuming boss. Remember that you can capture it only in the air, so circle it only once on the ground to get it moving.

RANK 8

Pokémon capacity: 4

POKéMON	POINTS	APPEARANCE FREQUENCY
Meditite	700	Frequently
Skitty	1,000	
Snubbull	1,300	
Gastly	2,500	
Venonat	500	Rarely
Croconaw	600	
Ariados	1,500	
Hypno	6,000	
Ninjask	4,200	Infrequently
Crobat	5,800	
Pikachu	1,000	Appears 7th
Steelix	9,000	After catching 15 or more Pokémon

If you're aiming for big point multipliers, you'll have a good shot with this rank's easy-to-catch Skitty, Snubbull, and Gastly. But going for multiples is always a risk, and a Crobat or Hypno could ruin your day. Steelix won't be quite as formidable as you remember, since your Capture Line is surely much longer than it used to be, but you still need to be careful about Steelix wandering offscreen.

RANK 9

Pokémon capacity: 4

POKéMON	POINTS	APPEARANCE FREQUENCY
Piloswine	4,800	Frequently
Shiftry	5,800	
Lotad	700	Rarely
Slakoth	800	
Poliwrath	2,800	
Glalie	3,800	
Golem	4,400	
Ekans	900	Infrequently
Treecko	1,200	
Phanpy	1,500	
Pikachu	1,000	Appears 7th
Charizard	10,000	After catching 15 or more Pokémon

Give up all hope of going for multiples at this point simply to survive, since you'll need to take these Pokémon as they appear. Pokémon like Poliwrath and Glalie are tricky enough solo, and are extremely difficult to catch when you have to fight off distractions. Fortunately you've battled Charizard several times in the past, so you should be adept at maneuvering around its flames to capture it quickly.

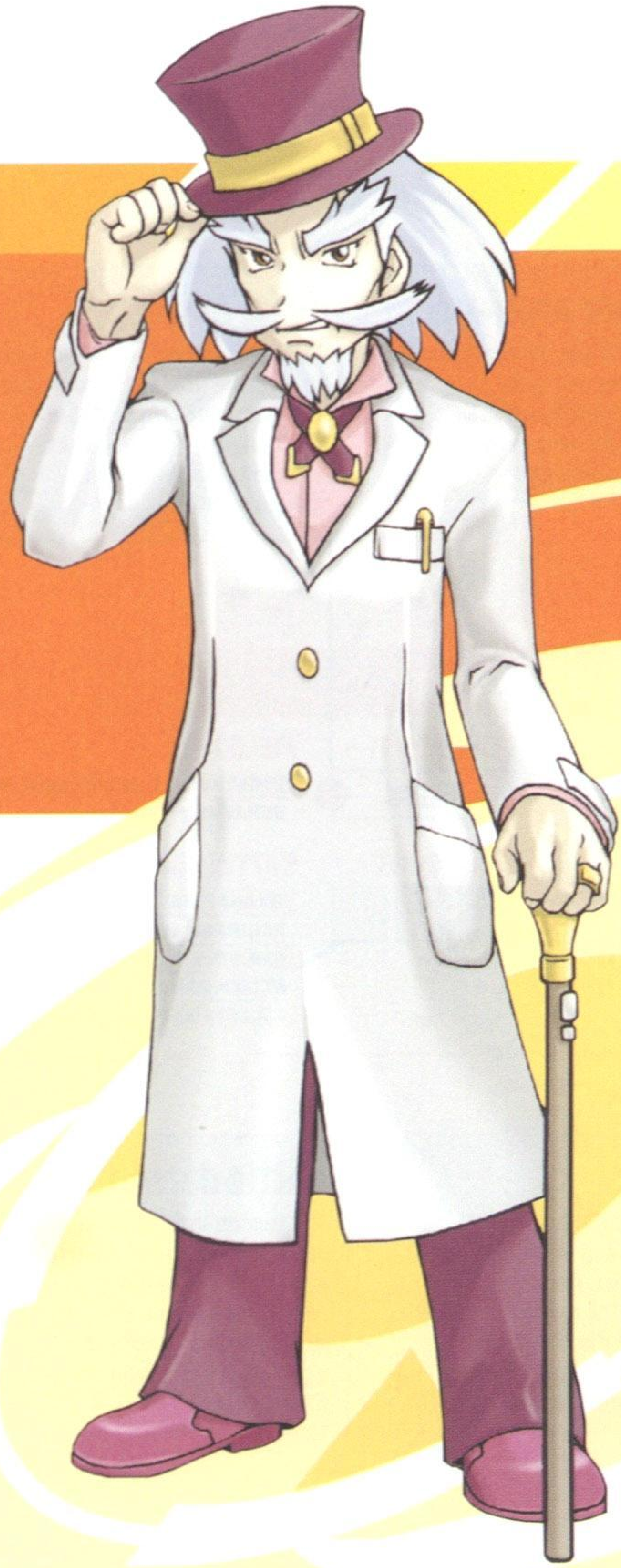
RANK 10

Pokémon capacity: 5

POKéMON	POINTS	APPEARANCE FREQUENCY
Machamp	4,000	Frequently
Raichu	4,000	
Scyther	5,000	
Scizor	5,000	
Blaziken	6,000	
Heracross	6,000	
Venasaur	7,000	
Torchic	300	Rarely
Bellsprout	800	
Snubbull	1,300	
Spinarak	1,800	
Bagon	2,000	
Beedrill	3,000	
Pikachu	1,000	Appears 5th, 10th, 15th, 20th, and 25th

If you've come this far, you've surely beaten Spenser's record ten times over! Rank 10 has no boss and is effectively a bonus round in which you'll face an endless series of extremely challenging Pokémon, broken up by a Pikachu at every 5th turn. To survive, you must catch every Pokémon as it appears—turning things around will be virtually impossible if more than a few appear onscreen at once.

Pokémon Browser

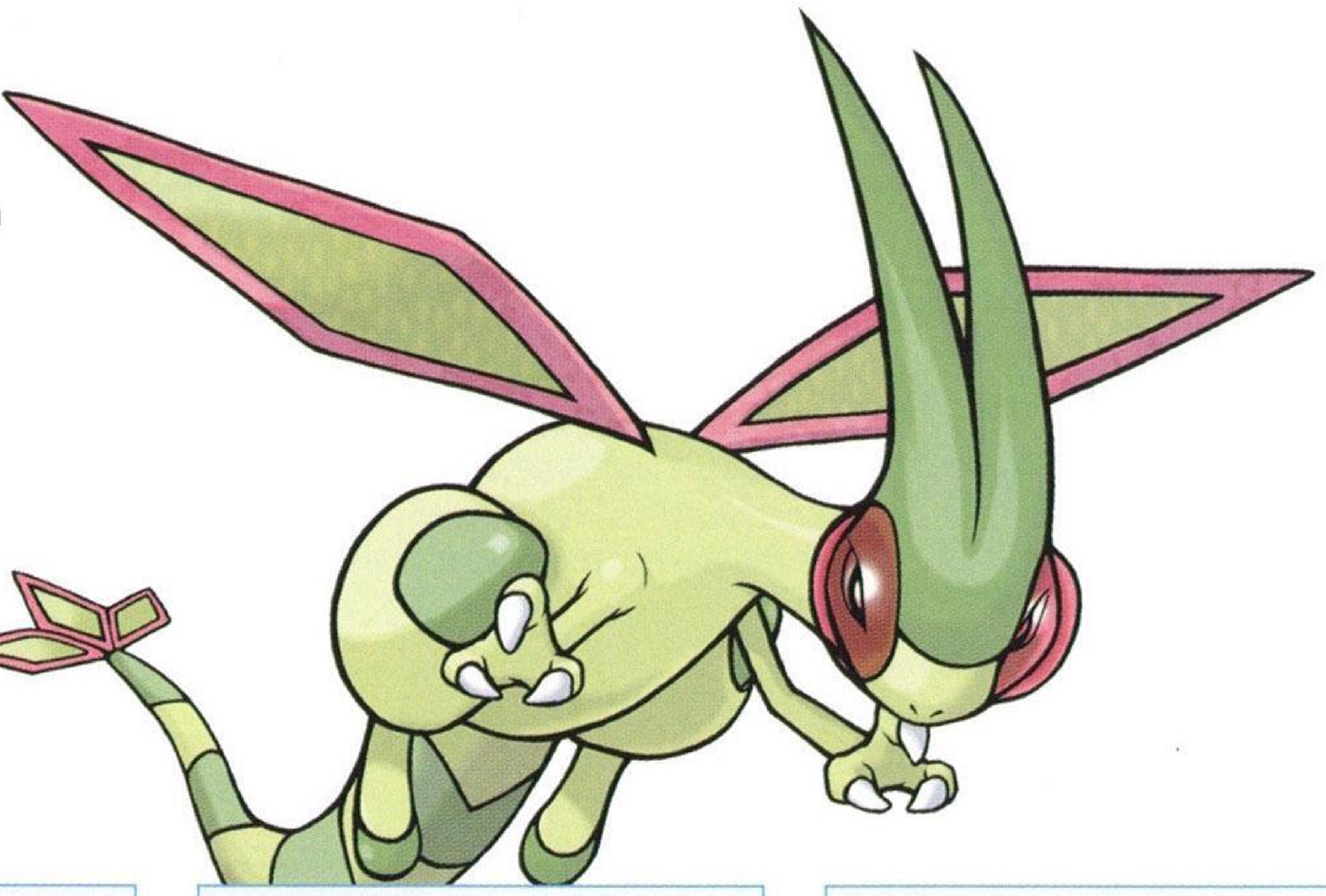


The Pokémon Browser

Here you'll find complete data on all 213 Pokémon in the game—everything from where to catch them to how much damage they deal.

Reading the Browser

After you catch a Pokémon—whether it was in the wild or being used by a boss—its entry will be unlocked in your Browser. Only by entirely filling your Browser will you be able to challenge Snorlax and truly complete the game. Not all of the Pokémon will be easy to find or catch, but the detailed Browser entries that follow will tell you everything you need to know about where and how to catch them.



Ranger number and name

Each Pokémon has a Ranger number rather than a PokéDex number as in past Pokémon games. If you prefer, you can have the Browser sort the entires by Pokémon name instead of number.

Poké Assist

Many Pokémon have a Poké Assist that can be used in battle to help catch other Pokémon. Check the chart on page 9 to see which assists are useful against which Pokémon groups.

Field data

This section tells you where you can find and catch the Pokémon, and how it will behave when you encounter it on the field. Note that there are several "post-ending" Pokémon, which you can find only after you beat the game.

Group

A Pokémon's group determines what Poké Assists it is strong and weak against (see page 9). Groups replace the Pokémon type system used in previous games. Each Pokémon is a member of only a single group.

R-001 Bulbasaur

GROUP: Grass

POKé ASSIST

Grass

FIELD MOVE

FIELD DATA

LOCATION:	Grassland Capture Challenge
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	3
EXP. POINTS:	12
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Bulbasaur behaves like most Pokémon that have the Cross Field Move. To catch it, wait for it to throw the vine, then begin circling as soon as the vine retracts. Bulbasaur moves slowly and won't be able to attack for another few seconds, giving you plenty of time to make the capture.

Field Move

Many Pokémon have a Field Move that can be used outside of combat to clear obstacles, recharge your Styler, or cross difficult terrain (see page 12). The number of icons reflects the strength of the Field Move; many obstacles can be cleared only by a double- or triple-strength move.

Battle data

This section lists the Poké Assists the Pokémon is weak against, the number of loops required to catch the Pokémon, the number of Exp. Points the Pokémon provides, the amount of damage it deals, and how quickly it will attempt to flee from battle (if at all). Everything you need to know for a successful capture!

Capture conditions

Pokémon will use many strategies to avoid being caught, from rapid escape attempts to attacking your Capture Line for heavy Styler damage. This section contains tips for a quick and pain-free capture and, when needed, tips on where and how to reach the Pokémon on the field.

R-001 Bulbasaur

GROUP: Grass

POKé ASSIST

Grass

FIELD MOVE

← ☐ ☐

FIELD DATA

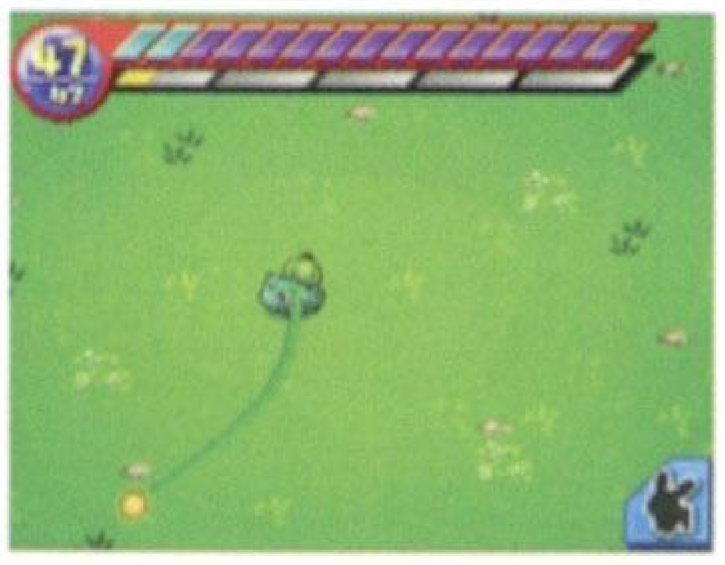
LOCATION:	Grassland Capture Challenge
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	3
EXP. POINTS:	12
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Bulbasaur behaves like most Pokémon that have the Cross Field Move. To catch it, wait for it to throw the vine, then begin circling as soon as the vine retracts. Bulbasaur moves slowly and won't be able to attack for another few seconds, giving you plenty of time to make the capture.



R-002 Ivysaur

GROUP: Grass

POKé ASSIST

Grass

FIELD MOVE

← ☐ ☐

FIELD DATA

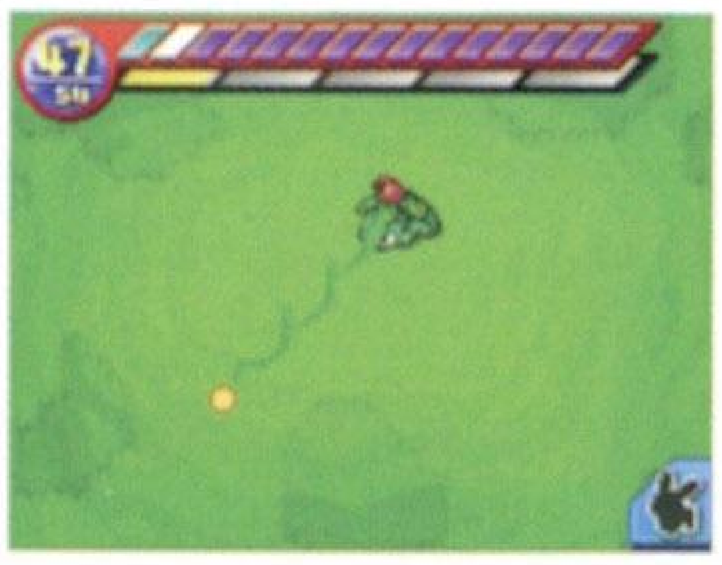
LOCATION:	Lyra Forest
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	6
EXP. POINTS:	36
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Ivysaur attacks frequently with a vine whip, and you must wait for the vine to retract before you can begin circling Ivysaur. As you circle, keep an eye out for the exclamation point and be ready to lift your stylus when it appears. You may have to try several times before Ivysaur gives you a long enough lull to capture it.



R-003 Venusaur

GROUP: Grass

POKé ASSIST

Grass

FIELD MOVE

☐ ☐ ☐

FIELD DATA

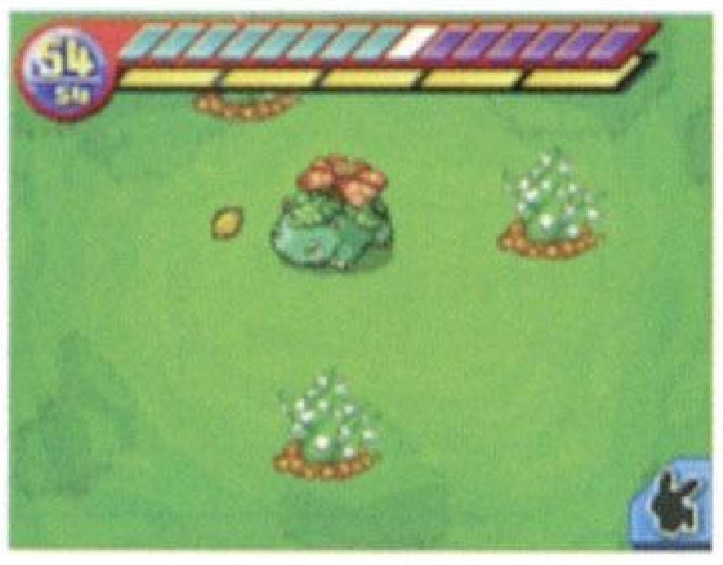
LOCATION:	Lyra Forest
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	10
EXP. POINTS:	130
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Venusaur throws seeds that sprout into spiked vines, which can break your Capture Line. Fortunately, Venusaur moves very slowly, so you should be able to capture it by circling both Venusaur and the vines it creates. Begin the capture immediately, before the screen fills up with obstacles.



R-004 Bellsprout

GROUP: Grass

POKé ASSIST

Grass

FIELD MOVE

☐ ☐ ☐

FIELD DATA

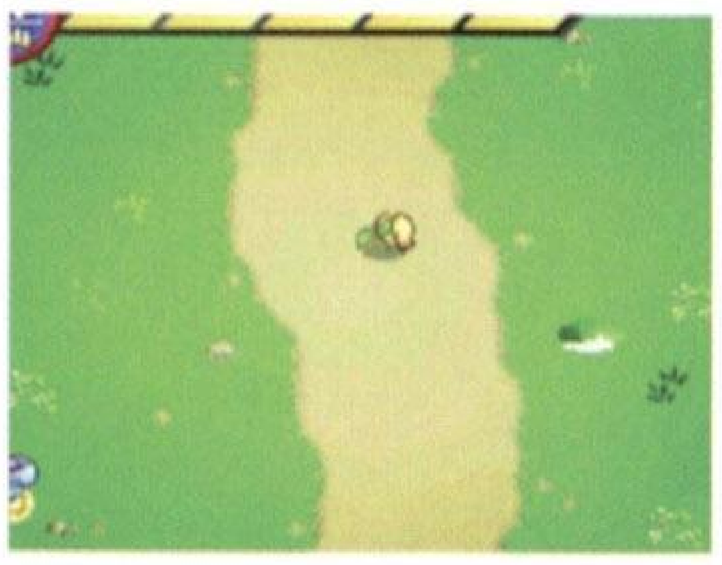
LOCATION:	Lyra Forest
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	4
EXP. POINTS:	13
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Bellsprout fires bladed leaves at regular intervals, and you'll have a chance to catch it after each attack. But don't jump the gun; a leaf will return like a boomerang, hitting your line if you began circling prematurely.



R-005 Weepinbell

GROUP: Grass

POKé ASSIST

Poison

FIELD MOVE

☐ ☐ ☐

FIELD DATA

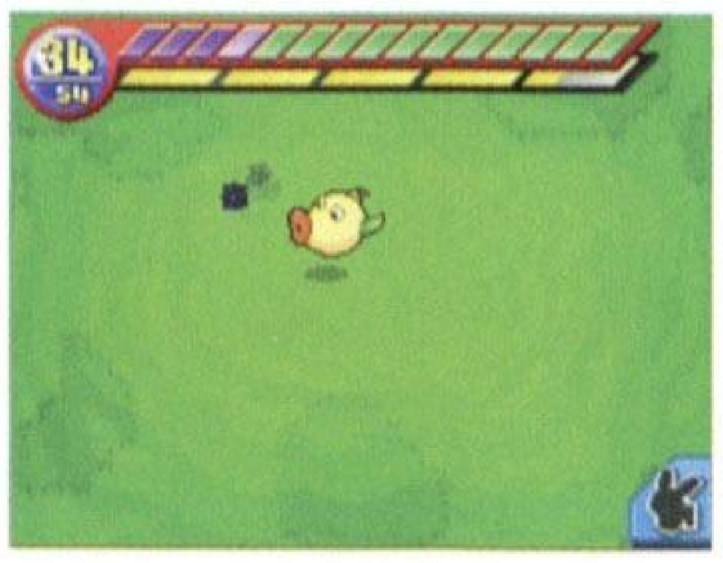
LOCATION:	Lyra Forest
BEHAVIOR:	Spits hero to forest entrance

BATTLE DATA

WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	6
EXP. POINTS:	42
ATTACK DAMAGE:	2 (projetcile) / 1 (puddle)
ESCAPES BATTLE:	Never

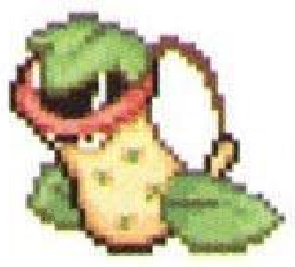
CAPTURE CONDITIONS

Weepinbell is a hazard on the overworld map, where it spits unwary travelers across the map. To capture it, sneak up behind it and circle it with wide loops so it can't break through your Capture Line with its poison spit.



R-006 Victreebel

GROUP: Grass



POKé ASSIST

Poison

FIELD MOVE

☐ ☐ ☐

FIELD DATA

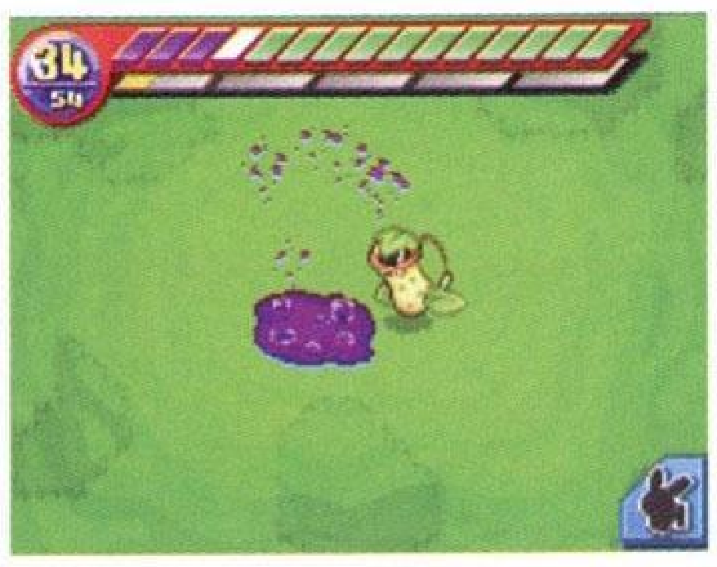
LOCATION:	Lyra Forest (post-ending)
BEHAVIOR:	Spits hero to entrance

BATTLE DATA

WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	7
EXP. POINTS:	62
ATTACK DAMAGE:	2 (projetcile) / 1 (puddle)
ESCAPES BATTLE:	After a short time

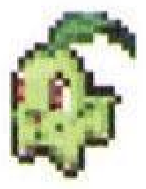
CAPTURE CONDITIONS

Victreebel is a slightly tougher version of Weepinbell that requires seven loops to beat and creates larger poison puddles. It won't be hard to catch, but be sure to approach it from behind, or it will spit you across the forest.



R-007 Chikorita

GROUP: Grass



POKé ASSIST

Grass

FIELD MOVE

☐ ☐ ☐

FIELD DATA

LOCATION:	Lyra Forest
BEHAVIOR:	Runs away

BATTLE DATA

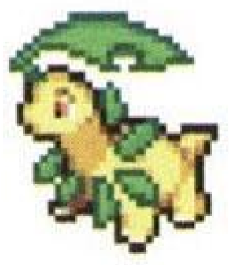
WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	3
EXP. POINTS:	10
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Chikorita moves slowly and does not have any attacks, so it's very easy to capture. Circle it a few extra times to earn the maximum possible Exp. Point bonus.

R-008 Bayleef

GROUP: Grass



POKé ASSIST

Grass

FIELD MOVE

☾ ☾ ☐

FIELD DATA

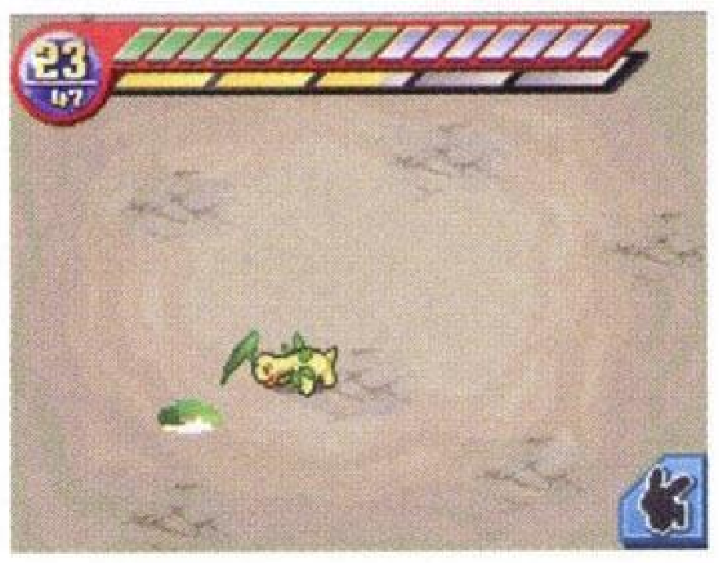
LOCATION:	Olive Jungle
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	11
EXP. POINTS:	36
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

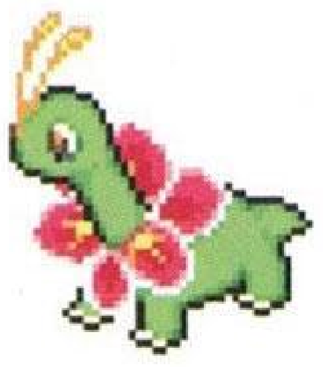
CAPTURE CONDITIONS

Begin your capture attempt when Bayleef throws its last boomerang-like leaf (on the last throw it will resume moving before the projectile returns). Circle Bayleef a few times, then move your Capture Disc to a corner of the screen and scribble without lifting the stylus. Wait out the next attack, then resume looping.



R-009 Meganium

GROUP: Grass



POKé ASSIST

Grass

FIELD MOVE

✿ ✿ ✿

FIELD DATA

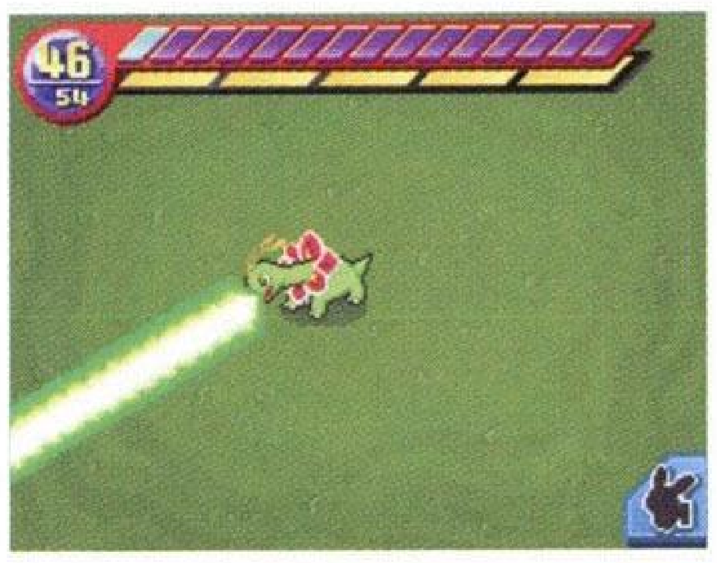
LOCATION:	Olive Jungle (post-ending)
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	25
EXP. POINTS:	120
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

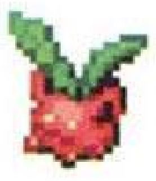
CAPTURE CONDITIONS

Meganium moves slowly, and it's easy to see its beam attack coming, but looping it 25 times will take some work. Get eight or nine loops in after each attack, then move to a corner and scribble furiously to get your Capture Line out of the path of Meganium's beam. Repeat the process twice for the win.



R-010 Hoppip

GROUP: Grass



POKé ASSIST

Grass

FIELD MOVE

☐ ☐ ☐

FIELD DATA

LOCATION:	Lyra Forest
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	4
EXP. POINTS:	10
ATTACK DAMAGE:	–
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Hoppip doesn't attack; it merely glides around the screen. The wind often blows it right off the screen, so try to catch it as soon as the battle begins.

R-011 Mudkip

GROUP: Water

POKé ASSIST

Water

FIELD MOVE

💧 ☐ ☐

FIELD DATA

LOCATION:	Lyra Forest
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	4
EXP. POINTS:	12
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Mudkip moves slowly and does not have any attacks, so it's easy to capture. Use wide loops so it doesn't wander into your line, then circle it a few extra times to earn the maximum possible Exp. Point bonus.

R-012 Marshtomp

GROUP: Ground

POKé ASSIST

Water

FIELD MOVE

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FIELD DATA

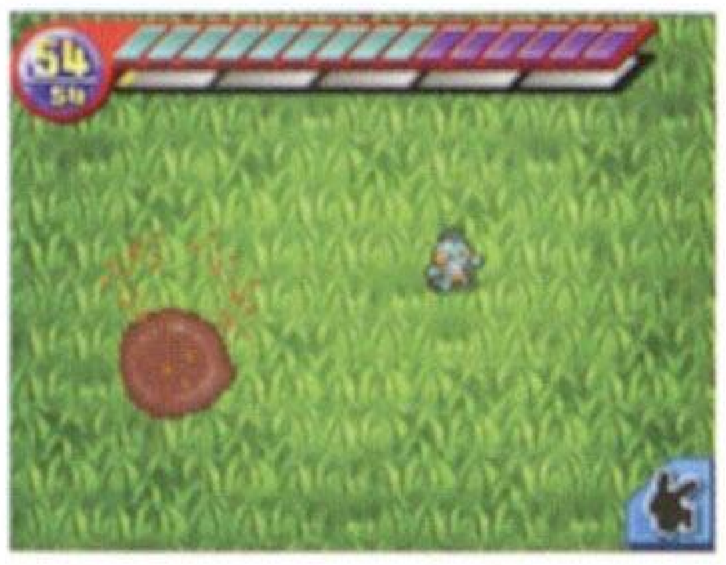
LOCATION:	Lyra Forest
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Water, Grass, Ice
REQUIRED LOOPS:	7
EXP. POINTS:	36
ATTACK DAMAGE:	2 (projetcile) / 1 (puddle)
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Marshtomp spits blobs of mud that splatter on the ground and create Capture Styler-damaging pools. Marshtomp attacks frequently, so safely looping it seven times is difficult. As a Ground-group Pokémon, Marshtomp is immune to the Discharge Poké Assist, so capture a nearby Mudkip and use its Poké Assist instead.



R-013 Swampert

GROUP: Ground

POKé ASSIST

Water

FIELD MOVE

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FIELD DATA

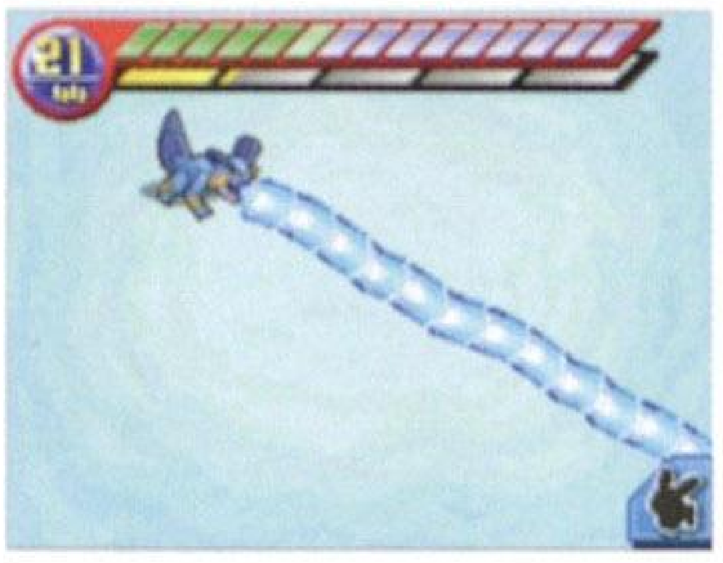
LOCATION:	Go-Rock Hideout
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Water, Grass, Ice
REQUIRED LOOPS:	10
EXP. POINTS:	88
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Swampert is a tough to catch, because it is immune to the Discharge Poké Assist and rarely gives you the opportunity to circle it 10 times between water blasts. You never know how much time it will give you, so attempt a capture after each water blast, being ready to lift your stylus the instant the exclamation point appears.



R-014 Slowpoke

GROUP: Water

POKé ASSIST

Water

FIELD MOVE

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FIELD DATA

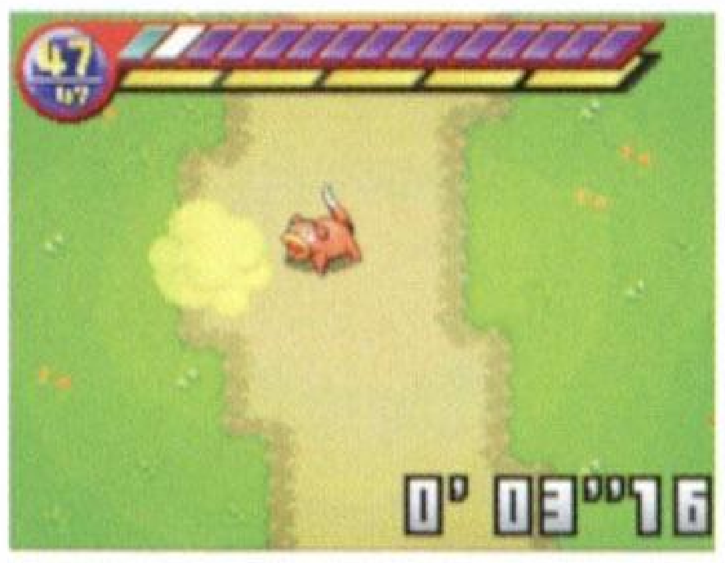
LOCATION:	Grassland Capture Challenge
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	7
EXP. POINTS:	10
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

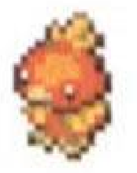
CAPTURE CONDITIONS

Slowpoke is hard to find; it appears only in the Grassland Capture Challenge after you catch two elusive Abra. Slowpoke will yawn out a slow-moving smoke cloud in battle, but if you begin circling Slowpoke immediately you'll be able to finish it off by widening your loops to include the cloud.



R-015 Torchic

GROUP: Fire



POKé ASSIST

Fire

FIELD MOVE

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FIELD DATA

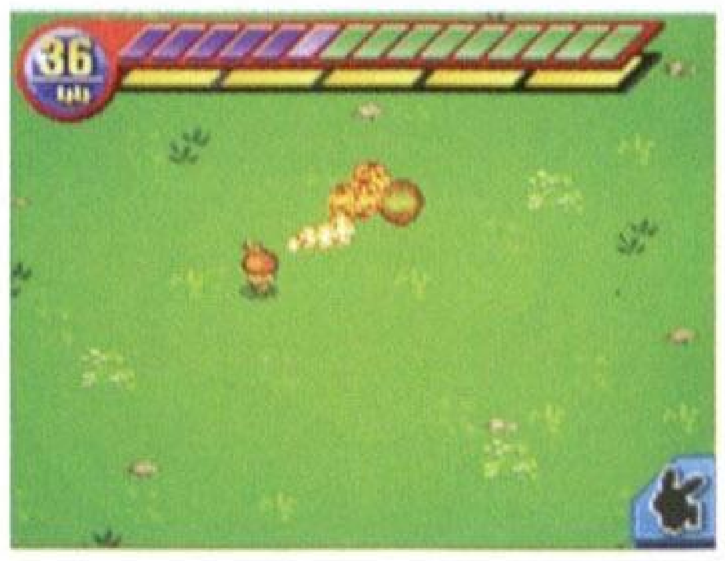
LOCATION:	Lyra Forest
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Ground, Rock, Water
REQUIRED LOOPS:	3
EXP. POINTS:	12
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

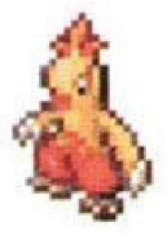
CAPTURE CONDITIONS

Torchic has a short-range flame-breath attack, but uses it only rarely. Circle Torchic with wide loops to keep the Capture Line out of range of the flames and compensate for Torchic's erratic movements.



R-016 Combusken

GROUP: Fire



POKé ASSIST

Fire

FIELD MOVE

🔥🔥☐

FIELD DATA

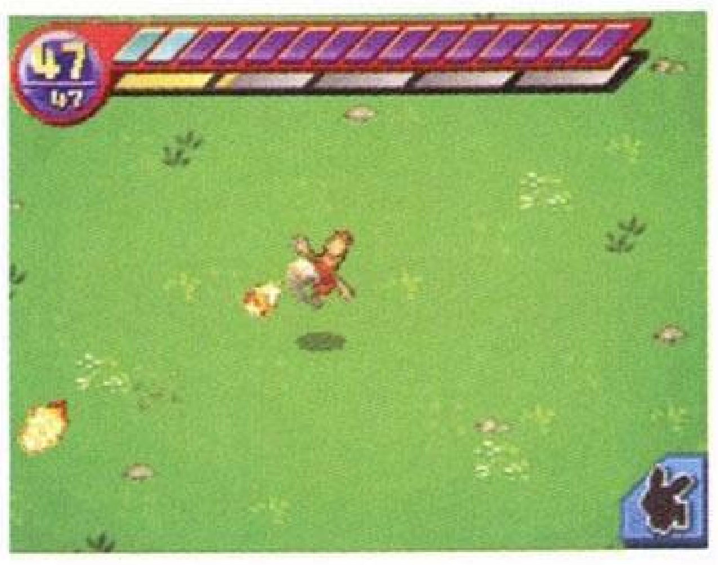
LOCATION:	Lyra Forest
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Ground, Rock, Water
REQUIRED LOOPS:	5
EXP. POINTS:	24
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

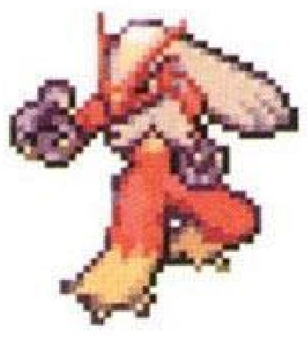
CAPTURE CONDITIONS

Combusken's attack kicks a pair of fireballs across the screen, and it typically uses the move twice in a row. As soon as the fourth fireball leaves its foot, circle Combusken five times with tight Capture Line loops.



R-017 Blaziken

GROUP: Fire



POKé ASSIST

Fire

FIELD MOVE

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FIELD DATA

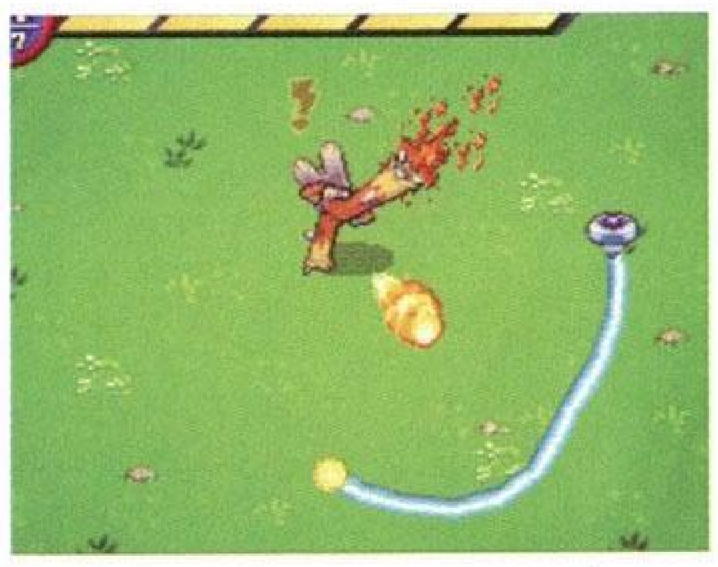
LOCATION:	Go-Rock Hideout
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Ground, Rock, Water
REQUIRED LOOPS:	8
EXP. POINTS:	95
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

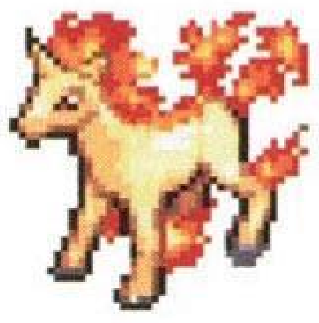
CAPTURE CONDITIONS

Blaziken runs rapidly between attacks, usually leaving the screen. You won't have enough time to capture it after an attack, so if you don't want to use a Poké Assist you'll have to begin circling before the attack, dodging the fireballs (by scribbling away from Blaziken so your line isn't in front of it) in the midst of the capture.



R-018 Rapidash

GROUP: Fire



POKé ASSIST

Fire

FIELD MOVE

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FIELD DATA

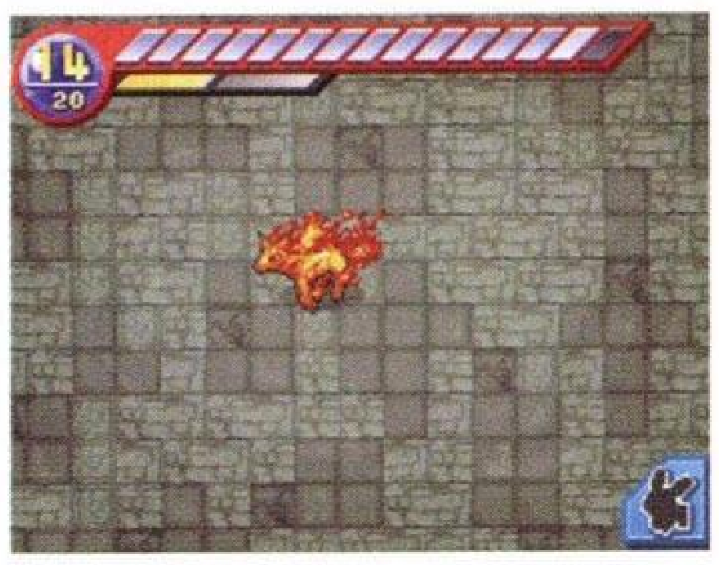
LOCATION:	Grassland Capture Challenge
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Ground, Rock, Water
REQUIRED LOOPS:	7
EXP. POINTS:	56
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

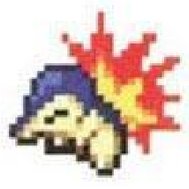
CAPTURE CONDITIONS

It's hard to pull off seven circles between Rapidash attacks, but there's no need to lift your stylus when Rapidash begins to charge; move your wide oval loops along with it to finish the job.



R-019 Cyndaquil

GROUP: Fire



POKé ASSIST

Fire

FIELD MOVE

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FIELD DATA

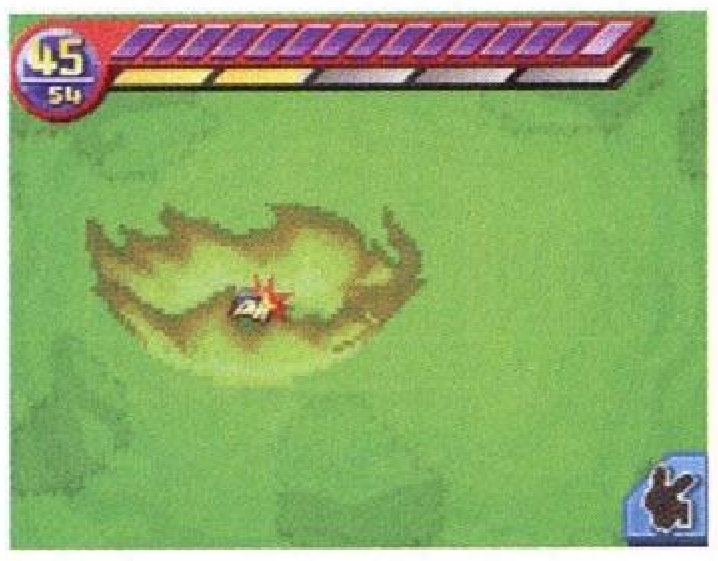
LOCATION:	Lyra Forest
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Ground, Rock, Water
REQUIRED LOOPS:	3
EXP. POINTS:	22
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

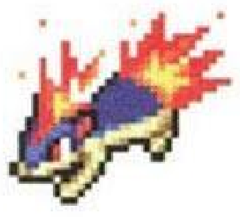
CAPTURE CONDITIONS

You need to circle Cyndaquil only three times for a capture, but there's no point taking chances; use wide loops so your Capture Styler won't be damaged if Cyndaquil generates its ring of flame.



R-020 Quilava

GROUP: Fire



POKé ASSIST

Fire

FIELD MOVE

🔥🔥☐

FIELD DATA

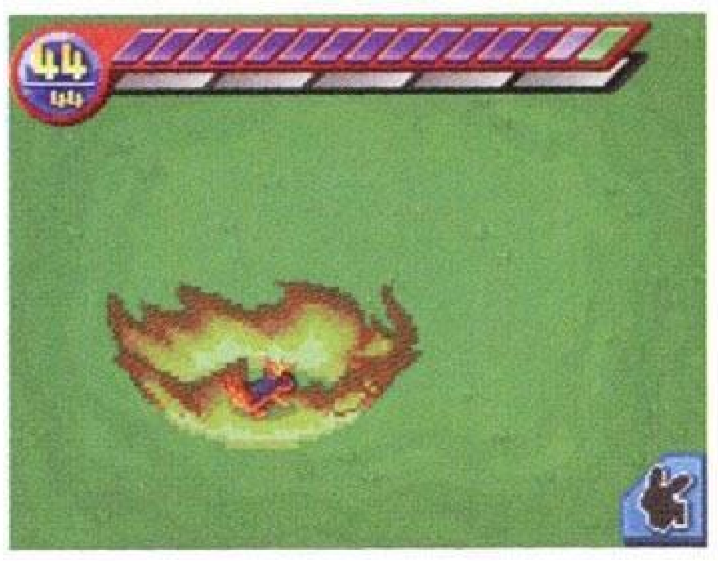
LOCATION:	Lyra Forest
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Ground, Rock, Water
REQUIRED LOOPS:	6
EXP. POINTS:	36
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Wait until Quilava is near the center of the screen before you use your Capture Disc to lure it into attacking. Lift your stylus and wait for the flames to fade, then quickly circle Quilava six times before it can run away or attack again.



R-021 Typhlosion

GROUP: Fire

POKé ASSIST

Fire

FIELD MOVE

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FIELD DATA

LOCATION:	Lyra Forest (post-ending)
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Ground, Rock, Water
REQUIRED LOOPS:	8
EXP. POINTS:	122
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Typhlosion's explosion has such a wide area of effect that there is no way to circle around it. To capture Tylphlosion without a Poké Assist, you'll need to circle it several times, then move your Capture Disc to a spot far below Typhlosion and wait until it stops exploding. You can then return to complete the capture.

R-022 Pichu

GROUP: Electric

POKé ASSIST

Electric

FIELD MOVE

⚡ ☐ ☐

FIELD DATA

LOCATION:	Lyra Forest
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESS:	Ground
REQUIRED LOOPS:	1
EXP. POINTS:	3
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Pichu's electric field has a very short range, and you'll need only one loop to capture. Don't miss a chance to catch it—Pichu can recharge your Styler and presents very little risk of damage.

R-023 Pikachu

GROUP: Electric

POKé ASSIST

Electric

FIELD MOVE

⚡ ⚡ ☐

FIELD DATA

LOCATION:	Lyra Forest
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESS:	Ground
REQUIRED LOOPS:	2
EXP. POINTS:	9
ATTACK DAMAGE:	2
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Pikachu fires a long-range electric blast that is much more of a threat than Pichu's electric field. But even when it fires multiple times in succession, you can get the requisite two loops in between the blasts.

R-024 Raichu

GROUP: Electric

POKé ASSIST

Electric

FIELD MOVE

⚡ ⚡ ⚡

FIELD DATA

LOCATION:	Panula Cave
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESS:	Ground
REQUIRED LOOPS:	3
EXP. POINTS:	15
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Raichu is always a welcome discovery, as its Poké Assist can completely refill your Styler energy. Lure it into attacking, then loop it a mere three times when the electric beam ceases.

R-025 Beedrill

GROUP: Bug

POKé ASSIST

Poison

FIELD MOVE

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FIELD DATA

LOCATION:	Lyra Forest
BEHAVIOR:	Chases hero

BATTLE DATA

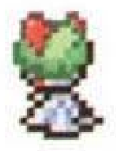
WEAKNESSES:	Flying, Rock, Fire
REQUIRED LOOPS:	3
EXP. POINTS:	32
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

After Beedrill fires a needle, it'll be unable to attack for several seconds, giving you a long opening to make the capture. The trick is to follow Beedrill's erratic movements, but if you play it safe and dodge its attacks, you'll get Beedrill eventually.

R-026 Ralts

GROUP: Psychic



POKé ASSIST

Psychic

FIELD MOVE

☐ ☐ ☐

FIELD DATA

LOCATION:	Go-Rock Hideout
BEHAVIOR:	Teleports away

BATTLE DATA

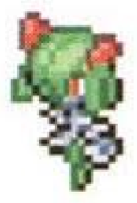
WEAKNESSES:	Bug, Ghost
REQUIRED LOOPS:	4
EXP. POINTS:	23
ATTACK DAMAGE:	–
ESCAPES BATTLE:	Immediately

CAPTURE CONDITIONS

When seen in the wild, Ralts teleports so swiftly that it can be very tricky to reach. It uses the same tricks on the battlefield, but by making wide loops in the general direction that Ralts is traveling, you can catch it with relative ease.

R-027 Kirlia

GROUP: Psychic



POKé ASSIST

Psychic

FIELD MOVE

☐ ☐ ☐

FIELD DATA

LOCATION:	Krokka Tunnel
BEHAVIOR:	Teleports away

BATTLE DATA

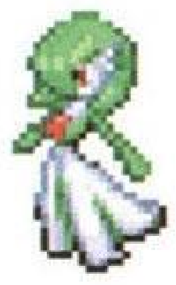
WEAKNESSES:	Bug, Ghost
REQUIRED LOOPS:	5
EXP. POINTS:	36
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Immediately

CAPTURE CONDITIONS

If you can chase down the quick-warping Kirlia on the field, you'll find it to be an easy catch on the capture screen. Simply wait for it to use its sunburst move, then loop it five times.

R-028 Gardevoir

GROUP: Psychic



POKé ASSIST

Psychic

FIELD MOVE

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FIELD DATA

LOCATION:	Grassland Capture Challenge
BEHAVIOR:	Teleports away

BATTLE DATA

WEAKNESSES:	Bug, Ghost
REQUIRED LOOPS:	9
EXP. POINTS:	58
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Immediately

CAPTURE CONDITIONS

Gardevoir creates two illusory duplicates of itself, and attacks occasionally with an energy beam. Gardevoir flees quickly, so circle all three copies as soon as they appear, then tighten your loops around Gardevoir and finish it off before it can escape or attack.

R-029 Abra

GROUP: Psychic

POKé ASSIST

Psychic

FIELD MOVE

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FIELD DATA

LOCATION:	Grassland Capture Challenge
BEHAVIOR:	Teleports away

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	4
EXP. POINTS:	–
ATTACK DAMAGE:	–
ESCAPES BATTLE:	Immediately

CAPTURE CONDITIONS

Abra teleports around the capture screen so quickly that it won't be possible to get four loops in. When it teleports, keep your Capture Disc on the screen and immediately swoop in for a loop. Remember that Abra must be onscreen and within a loop when you lift your stylus in order to capture it.

R-030 Spoink

GROUP: Psychic

POKé ASSIST

Psychic

FIELD MOVE

☐ ☐ ☐

FIELD DATA

LOCATION:	Grassland Capture Challenge
BEHAVIOR:	Ignores hero

BATTLE DATA

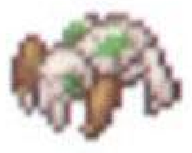
WEAKNESSES:	–
REQUIRED LOOPS:	4
EXP. POINTS:	–
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Spoink hops high above your Capture Line, making it very difficult to catch when it jumps offscreen. You can loop it as it jumps while it's in the lower part of the screen, but if it's in the upper part you'll need to start looping as it lands from a hop, and finish the job quickly.

R-031 Nincada

GROUP: Ground



POKé ASSIST

Bug

FIELD MOVE

FIELD DATA

LOCATION:	Lyra Forest
BEHAVIOR:	Ignores hero

BATTLE DATA

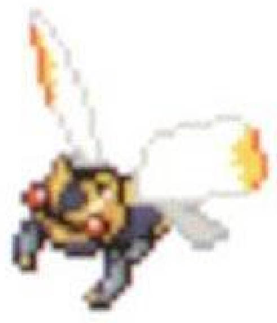
WEAKNESSES:	Water, Grass, Ice
REQUIRED LOOPS:	3
EXP. POINTS:	25
ATTACK DAMAGE:	2
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Nincada travels by burrowing underground, popping up at times to fire a blast of wind. To capture it, you'll need to do your looping during the brief window of opportunity immediately after it attacks but before it can burrow again.

R-032 Ninjask

GROUP: Bug



POKé ASSIST

Flying

FIELD MOVE

FIELD DATA

LOCATION:	Lyra Forest
BEHAVIOR:	Runs away

BATTLE DATA

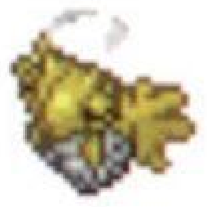
WEAKNESSES:	Flying, Rock, Fire
REQUIRED LOOPS:	1
EXP. POINTS:	60
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Ninjask doesn't attack, and needs to be circled only a single time. Despite this, Ninjask is tough to catch because it moves so rapidly; plant your Capture Disc at the center of the field and loop Ninjask as soon as it soars by.

R-033 Shedinja

GROUP: Bug



POKé ASSIST

Ghost

FIELD MOVE

FIELD DATA

LOCATION:	Lyra Forest (post-ending)
BEHAVIOR:	Runs away

BATTLE DATA

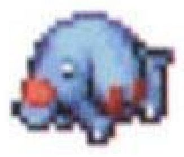
WEAKNESSES:	Flying, Rock, Fire
REQUIRED LOOPS:	6
EXP. POINTS:	36
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Immediately

CAPTURE CONDITIONS

Shedinja is immune to many Poké Assists, but you shouldn't need to use any to capture it. Wait for Shedinja to reappear, and begin circling as soon as you can see it. Shedinja will use a toxic gas attack that damages the area around it at times, but only rarely.

R-034 Phanpy

GROUP: Ground



POKé ASSIST

Ground

FIELD MOVE

FIELD DATA

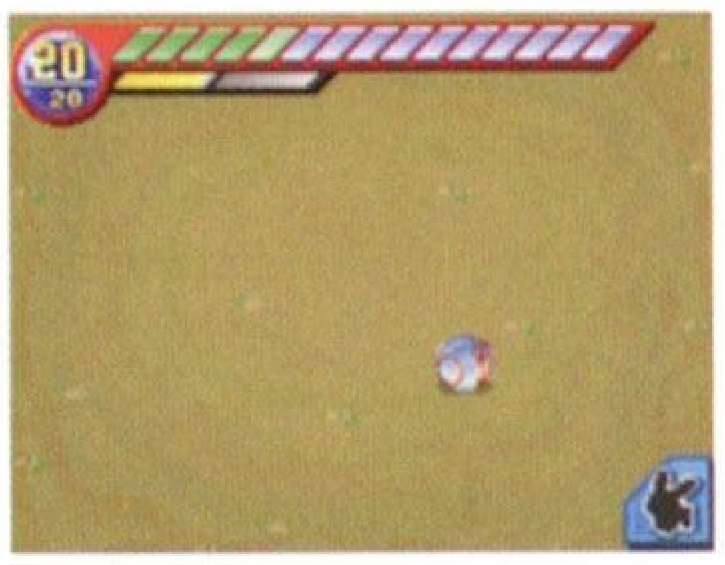
LOCATION:	Olive Jungle
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Water, Grass, Ice
REQUIRED LOOPS:	5
EXP. POINTS:	16
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

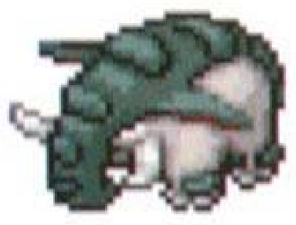
CAPTURE CONDITIONS

Phanpy will roll into a ball while you circle it, and then careen around the field in an attempt to shake you and break through your Capture Line. Keep your eye on the Phanpy ball and continue to loop it as it rolls.



R-035 Donphan

GROUP: Ground



POKé ASSIST

Ground

FIELD MOVE

FIELD DATA

LOCATION:	Fiore Temple
BEHAVIOR:	Knocks hero away

BATTLE DATA

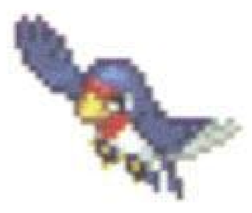
WEAKNESSES:	Water, Grass, Ice
REQUIRED LOOPS:	10
EXP. POINTS:	60
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Donphan can do two different tackles—one in which it rolls across the screen and one that merely hits the region around it. Tap Donphan with the stylus to provoke the short-range attack, then immediately begin circling it for the win.

R-036 Taillow

GROUP: Flying



POKé ASSIST

Flying

FIELD MOVE

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FIELD DATA

LOCATION:	Lyra Forest
BEHAVIOR:	Ignores hero

BATTLE DATA

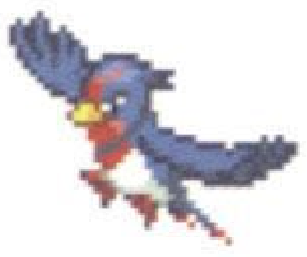
WEAKNESSES:	Rock, Discharge
REQUIRED LOOPS:	4
EXP. POINTS:	14
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Taillow has no attacks, but its rapid movements can make it tricky to capture. Wait for it to tire itself out, then circle it four times while it's resting.

R-037 Swellow

GROUP: Flying



POKé ASSIST

Flying

FIELD MOVE

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FIELD DATA

LOCATION:	Lyra Forest
BEHAVIOR:	Chases hero

BATTLE DATA

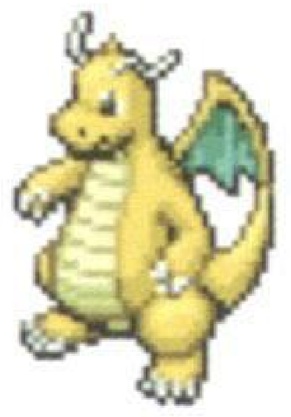
WEAKNESSES:	Rock, Discharge
REQUIRED LOOPS:	6
EXP. POINTS:	42
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Swellow moves rapidly and stops only to fire off its whirlwind blasts. Try to catch it in motion; you may have a hard time keeping up with Swellow, but at least it won't hit you with its three-damage attack.

R-038 Dragonite

GROUP: Flying



POKé ASSIST

Flying

FIELD MOVE

☐ ☐ ☐

FIELD DATA

LOCATION:	Ringtown Ranger Base
BEHAVIOR:	Ignores hero

BATTLE DATA

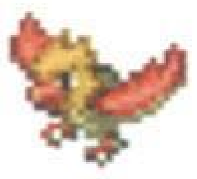
WEAKNESS:	Discharge
REQUIRED LOOPS:	3
EXP. POINTS:	100
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

You'll have a chance to catch Dragonite in the Ringtown Ranger Base after you reach Ranger Rank 7. Wait for it to fire off its three whirlwinds, then quickly circle it for the win. Afterward you'll be able to use Dragonite to travel to any Ranger Base!

R-039 Spearow

GROUP: Flying



POKé ASSIST

Flying

FIELD MOVE

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FIELD DATA

LOCATION:	Grassland Capture Challenge
BEHAVIOR:	Runs away

BATTLE DATA

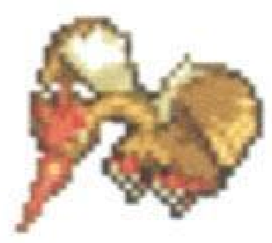
WEAKNESSES:	–
REQUIRED LOOPS:	4
EXP. POINTS:	–
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Spearow appears in the Grassland Capture Challenge. It spends much of its time in the air, but when it lands you can circle it quickly four times for a capture. If you act fast, you can usually catch it immediately after the battle begins.

R-040 Fearow

GROUP: Flying



POKé ASSIST

Flying

FIELD MOVE

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BATTLE DATA

LOCATION:	Grassland Capture Challenge
BEHAVIOR:	Ignores hero

FIELD DATA

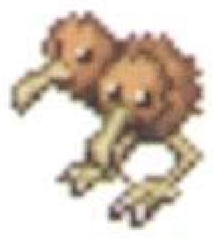
WEAKNESSES:	–
REQUIRED LOOPS:	6
EXP. POINTS:	–
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Fearow won't appear in the Grassland Capture Challenge until after you've beaten the high score in Fall City's Capture Arena. In battle, provoke Fearow into attacking frequently; eventually it will land to rest, giving you a brief window in which to make the capture.

R-041 Doduo

GROUP: Flying



POKé ASSIST

Flying

FIELD MOVE

FIELD DATA

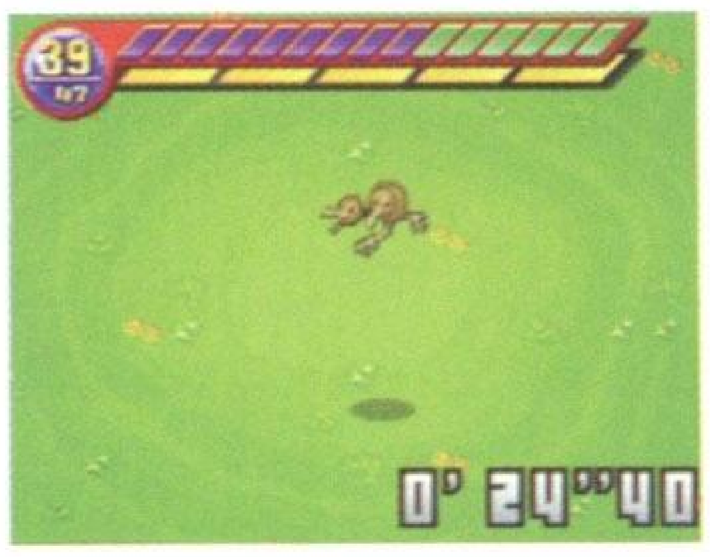
LOCATION:	Grassland Capture Challenge
BEHAVIOR:	Jumps away

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	3
EXP. POINTS:	–
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

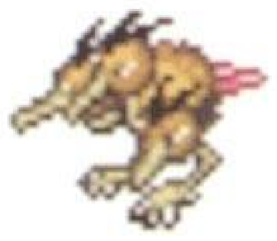
CAPTURE CONDITIONS

Doduo is easy to catch and is worth a lot of points in the Grassland Capture Challenge, but finding it takes some effort. To get Doduo to appear, you'll need to capture two Kirlia and two Gardevoir. When you do, Doduo's low required-loops count should make it easy to catch between jumps.



R-042 Dodrio

GROUP: Flying



POKé ASSIST

Flying

FIELD MOVE

FIELD DATA

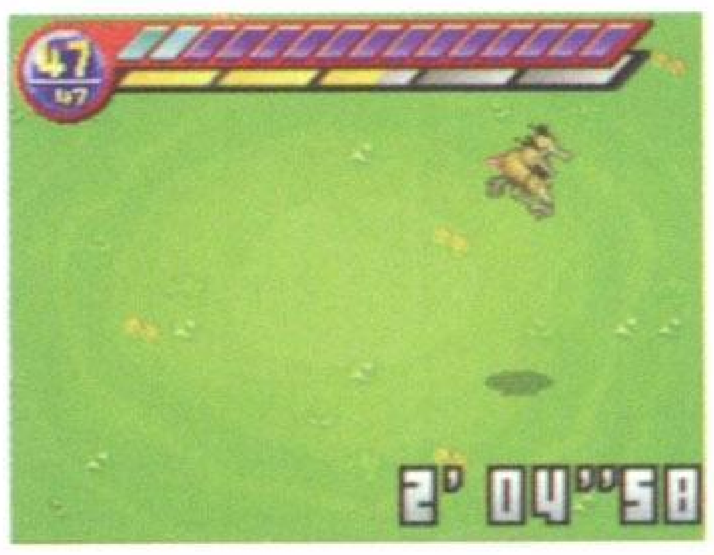
LOCATION:	Grassland Capture Challenge
BEHAVIOR:	Jumps away

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	4
EXP. POINTS:	–
ATTACK DAMAGE:	–
ESCAPES BATTLE:	Immediately

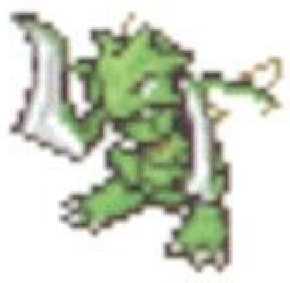
CAPTURE CONDITIONS

Dodrio appears in the Grassland Capture Challenge after you beat the high score. In battle, it runs frantically and hops away whenever it touches your Capture Line. It's easiest to catch immediately at the start of the battle, after it lands from a hop, or when the about-to-run-away mark appears over its head.



R-043 Scyther

GROUP: Bug



POKé ASSIST

Flying

FIELD MOVE

FIELD DATA

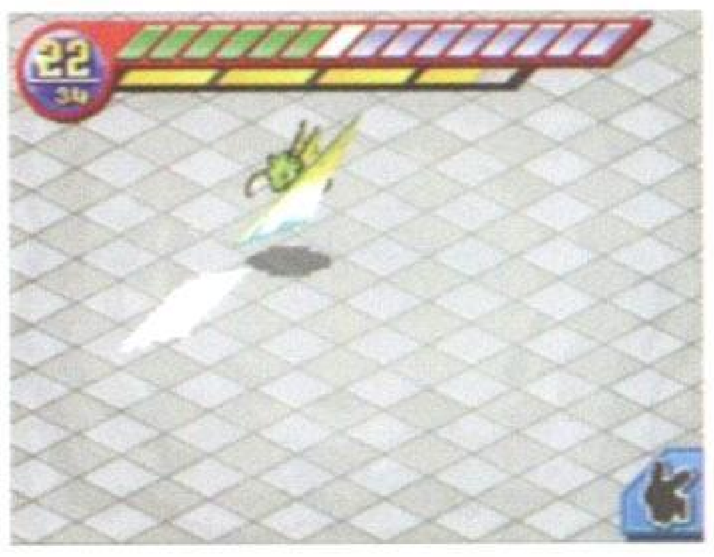
LOCATION:	Dusk Factory
BEHAVIOR:	Knocks hero away

BATTLE DATA

WEAKNESSES:	Flying, Rock, Fire
REQUIRED LOOPS:	3
EXP. POINTS:	78
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

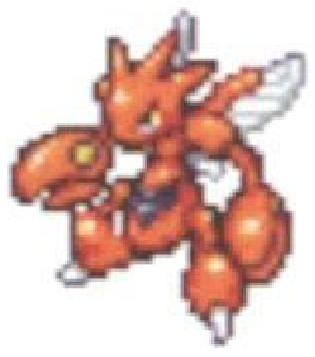
CAPTURE CONDITIONS

Wait for Scyther to hop off the screen, and then when it hops back into range, begin circling it with oval loops. Leave plenty of space in front of Scyther so its slashes won't connect with your Capture Line. Three loops is all it will take!



R-044 Scizor

GROUP: Steel



POKé ASSIST

Bug

FIELD MOVE

FIELD DATA

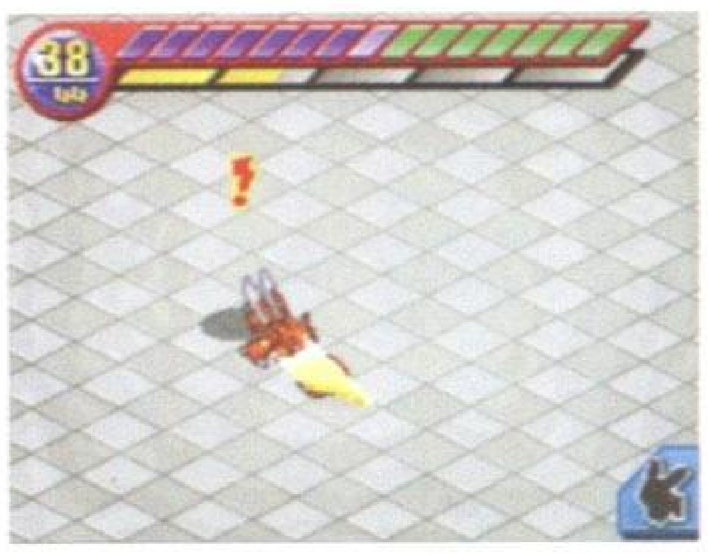
LOCATION:	Dusk Factory
BEHAVIOR:	Knocks hero away

BATTLE DATA

WEAKNESSES:	Fighting, Ground, Fire
REQUIRED LOOPS:	12
EXP. POINTS:	260
ATTACK DAMAGE:	4
ESCAPES BATTLE:	Never

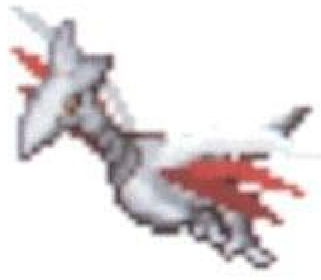
CAPTURE CONDITIONS

Scizor's attacks have a short range, but deal heavy damage. Pay close attention to the direction Scizor is facing, and always leave room in front of it so the attacks will miss your Capture Line. Scizor will hop out of range after a few loops, but the loops will charge your partner Pokémon, whose Poké Assist can stun Scizor for a long time.



R-045 Skarmory

GROUP: Steel



POKé ASSIST

Flying

FIELD MOVE

FIELD DATA

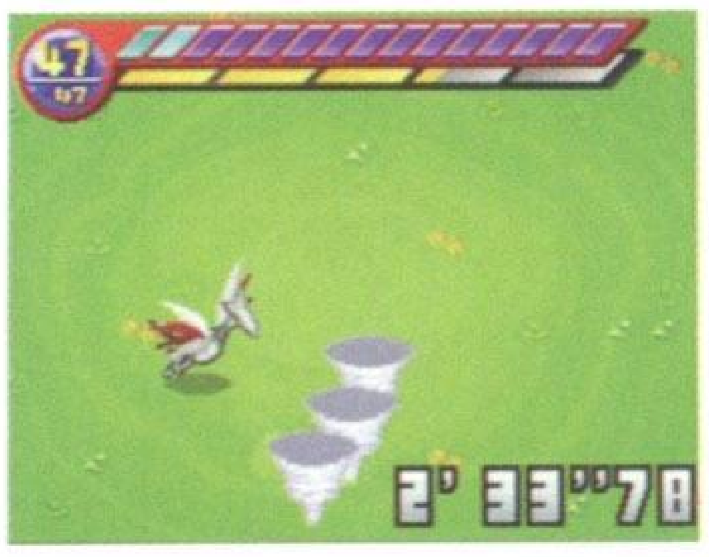
LOCATION:	Grassland Capture Challenge
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	3
EXP. POINTS:	–
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

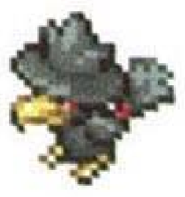
CAPTURE CONDITIONS

Skarmory appears in the Grassland Capture Challenge after you beat the game. It spends much of its time at the top of the screen, where capture is impossible, so you'll have to act quickly when it descends. You have just enough time to pull off a capture, but don't touch Skarmory or it will fire its trio of whirlwinds.



R-046 Murkrow

GROUP: Dark



POKé ASSIST

Dark

FIELD MOVE

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FIELD DATA

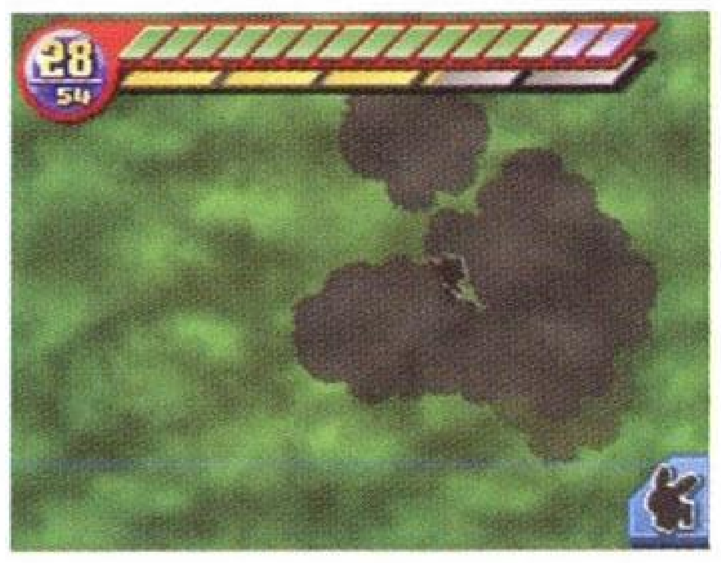
LOCATION:	Lyra Forest
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Fighting, Bug
REQUIRED LOOPS:	9
EXP. POINTS:	48
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

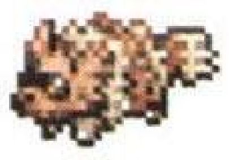
CAPTURE CONDITIONS

Murkrow will use its smoke attack continuously while the Capture Disc is on the field, so you'll need to begin your loops as soon as the smoke clouds dissipate. If you can't draw nine circles between attacks, Minun or Plusle will be happy to help buy you some time.



R-047 Zigzagoon

GROUP: Normal



POKé ASSIST

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FIELD MOVE

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FIELD DATA

LOCATION:	Lyra Forest
BEHAVIOR:	Runs away

BATTLE DATA

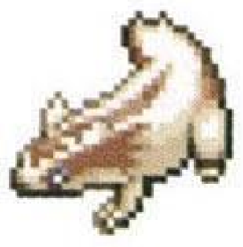
WEAKNESS:	Fighting
REQUIRED LOOPS:	2
EXP. POINTS:	9
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Zigzagoon runs in zigzag patterns that can evade your loops, but there's no penalty if you fail since it isn't capable of damaging your Styler. If you have trouble, loop it quickly when it rests.

R-048 Linoone

GROUP: Normal



POKé ASSIST

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FIELD MOVE

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FIELD DATA

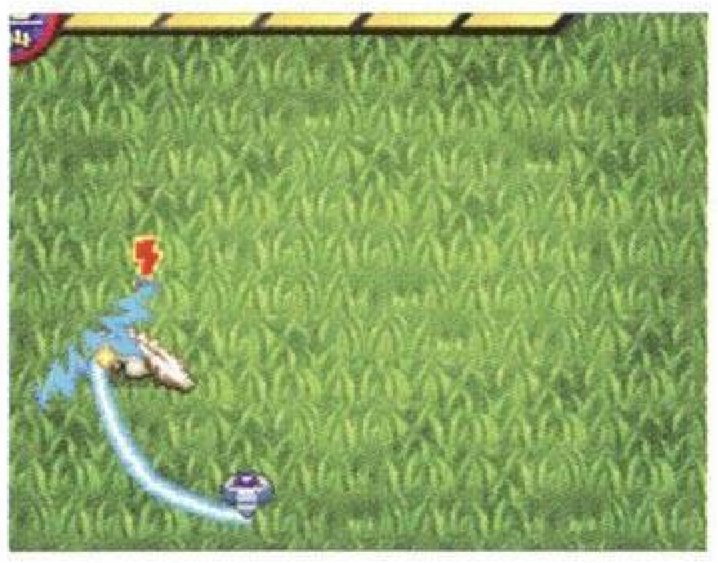
LOCATION:	Fiore Temple
BEHAVIOR:	Approaches hero

BATTLE DATA

WEAKNESS:	Fighting
REQUIRED LOOPS:	5
EXP. POINTS:	80
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

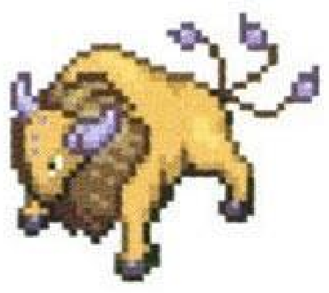
CAPTURE CONDITIONS

Linoone runs in straight lines across the battlefield. Wait for it to pause in the middle of a run, then begin looping it. Be ready to dodge Linoone's short-range tackle attacks as you circle.



R-049 Tauros

GROUP: Normal



POKé ASSIST

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FIELD MOVE

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FIELD DATA

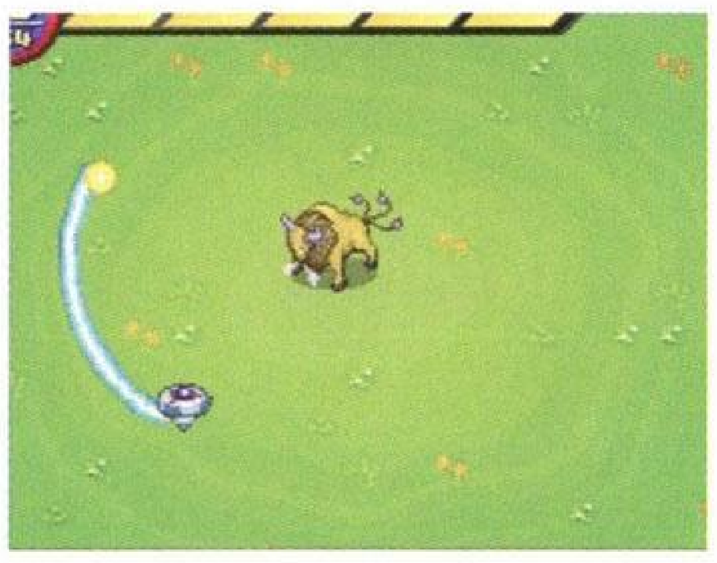
LOCATION:	Grassland Capture Challenge
BEHAVIOR:	Knocks hero away

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	8
EXP. POINTS:	–
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Eventually

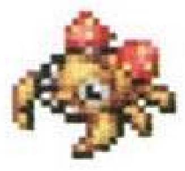
CAPTURE CONDITIONS

Tauros appears only in the Grassland Capture Challenge, and always in a herd of five. Wait for the herd to separate so you can take on the Tauros one or two at a time. Alone Tauros is quite easy—its only attack is a short-range tackle—but completing eight loops within a crowd is a serious challenge.



R-050 Paras

GROUP: Bug



POKé ASSIST

Grass

FIELD MOVE

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FIELD DATA

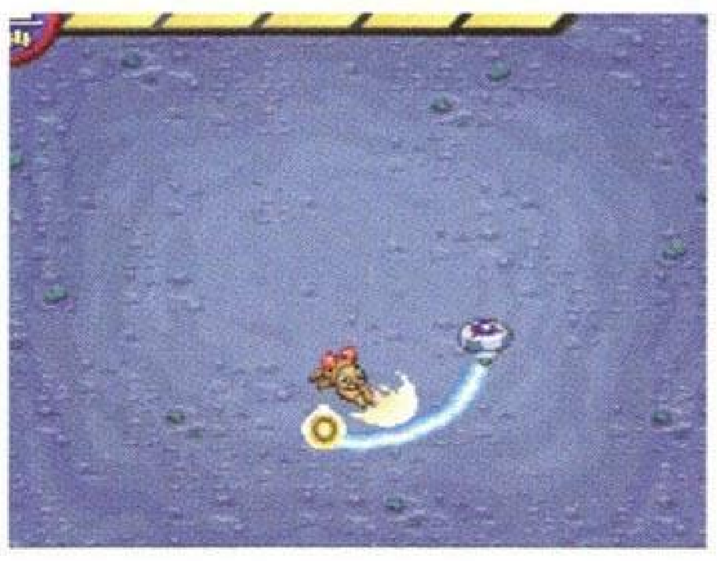
LOCATION:	Krokka Tunnel
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Flying, Rock, Fire
REQUIRED LOOPS:	4
EXP. POINTS:	13
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

When you begin to draw your Capture Line, Paras will attempt to cut the line with its claws. You can trick Paras by drawing a line in front of it, then lift the stylus from the screen when the exclamation point appears over its head. After Paras strikes and misses, you'll have plenty of time to capture it.



R-051 Parasect

GROUP: Bug

POKé ASSIST

Grass

FIELD MOVE

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FIELD DATA

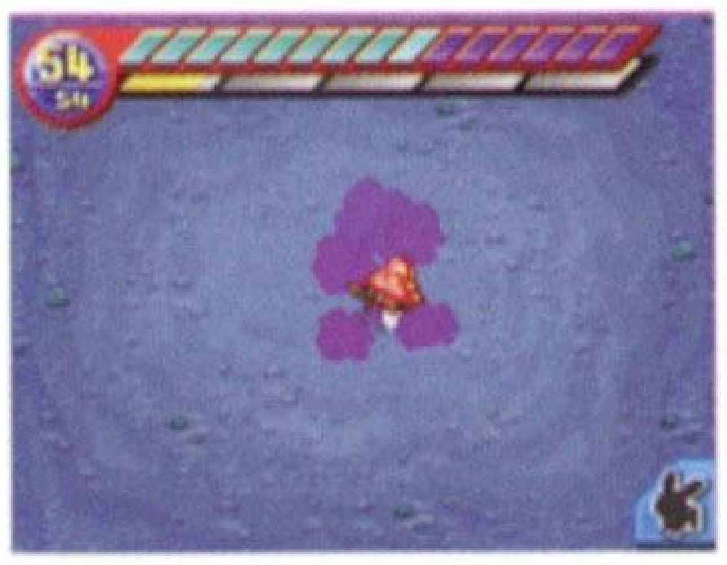
LOCATION:	Krokka Tunnel (post-ending)
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Flying, Rock, Fire
REQUIRED LOOPS:	8
EXP. POINTS:	40
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

The large red mushrooms in the Krokka Tunnel are actually Parasect that will attack only when they are exposed by a Pokémon with the double-Gust Field Move. In battle, use wide circles to maneuver around Parasect's poison clouds.



R-052 Poliwag

GROUP: Water

POKé ASSIST

Water

FIELD MOVE

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FIELD DATA

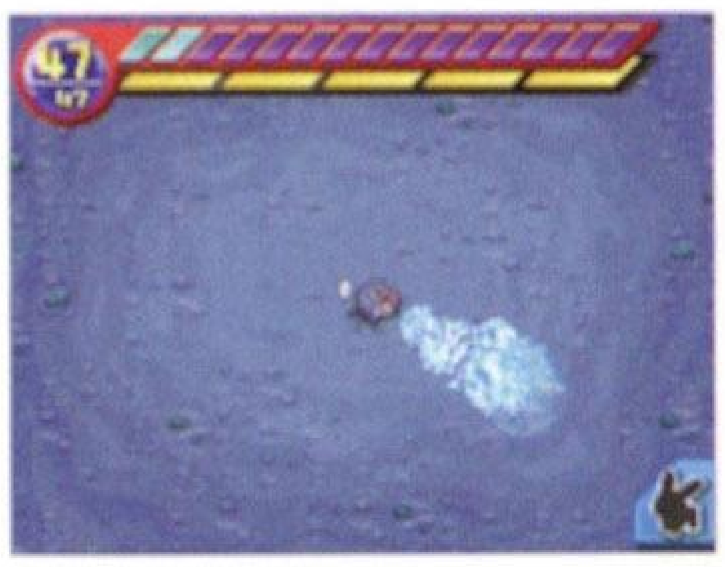
LOCATION:	Krokka Tunnel
BEHAVIOR:	Jumps into pond

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	4
EXP. POINTS:	20
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

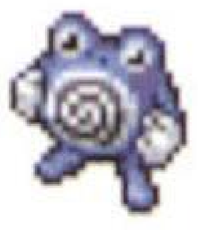
CAPTURE CONDITIONS

You'll need to charge at Poliwags to catch them: they'll dive into the water as soon as they spot you. On the capture screen, wait until Poliwag begins its water-breath attack, then draw wide oval loops around Poliwag and the stream of water.



R-053 Poliwhirl

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

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FIELD DATA

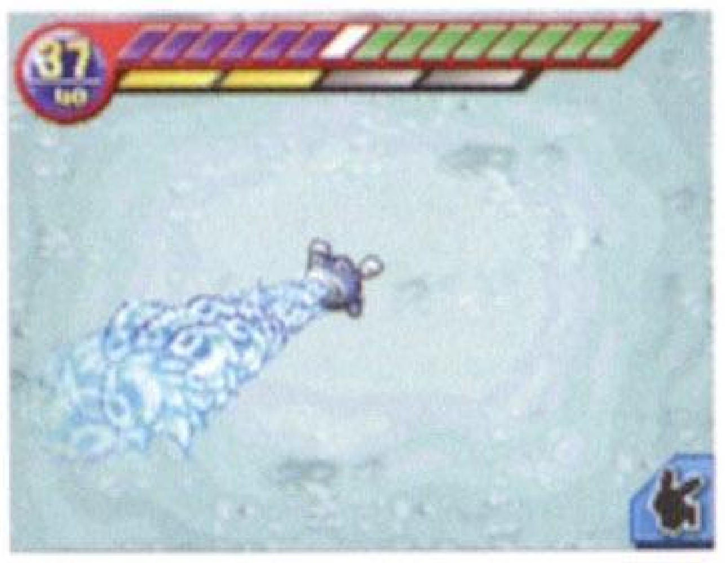
LOCATION:	Krokka Tunnel
BEHAVIOR:	Jumps into pond

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	5
EXP. POINTS:	35
ATTACK DAMAGE:	2
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Poliwhirl breathes a wide and deadly stream of water, and may do so up to four times in a row. Start circling when the move ends, but be ready to lift the stylus if Poliwhirl attacks again. When you finally get a lull, you should have enough time to loop Poliwhirl five times.



R-054 Poliwrath

GROUP: Water

POKé ASSIST

Water

FIELD MOVE

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FIELD DATA

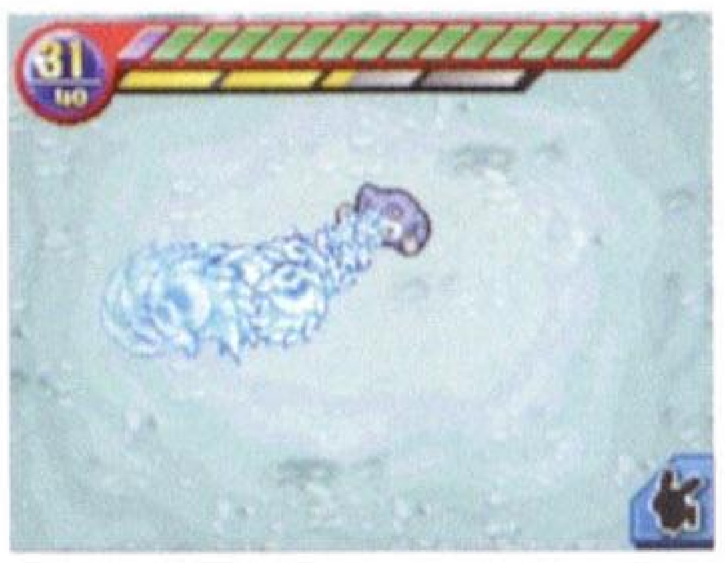
LOCATION:	Panula Cave
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	11
EXP. POINTS:	60
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Like Poliwhirl, Poliwrath breathes wide streams of water. You can circle around the attack, but only if Poliwrath is near the center of the screen. Make things easier on yourself by calling on Minun or Plusle for an assist.



R-055 Politoed

GROUP: Water

POKé ASSIST

Water

FIELD MOVE

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FIELD DATA

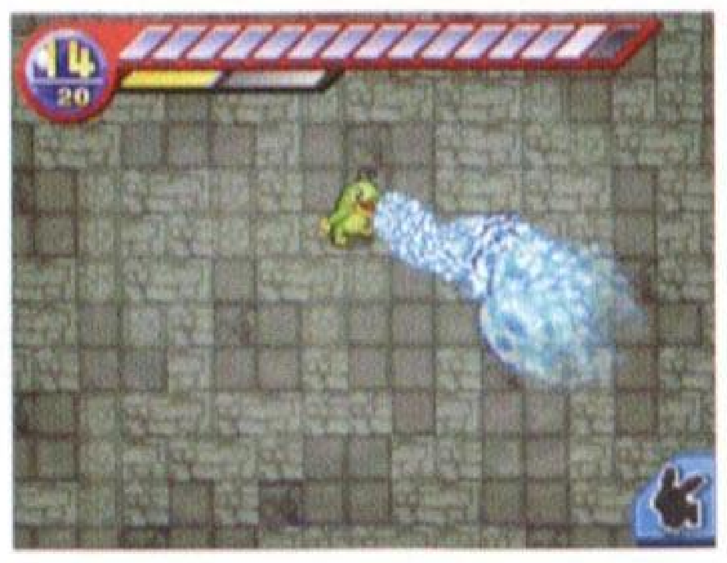
LOCATION:	Olive Jungle
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	7
EXP. POINTS:	68
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

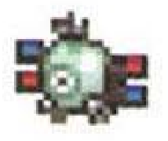
CAPTURE CONDITIONS

Politoed breaks Capture Lines with its frequent hops, and attacks them directly with its powerful water breath. A shock from Minun or Plusle should give you the time you need to capture it, or you can wait until Politoed uses its water breath near the center of the screen, where you'll have enough room to loop around it.



R-056 Magnemite

GROUP: Electric



POKé ASSIST

Electric

FIELD MOVE

FIELD DATA

LOCATION:	Krokka Tunnel
BEHAVIOR:	Runs away

BATTLE DATA

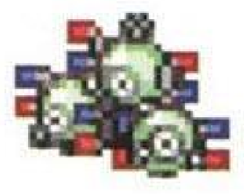
WEAKNESSES:	–
REQUIRED LOOPS:	2
EXP. POINTS:	4
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Magnemite's only attack is a short-range electric field that you can avoid easily. It should take you only two loops to capture Magnemite, and you'll then have a useful ally that can recharge your Styler by five bars whenever you want.

R-057 Magneton

GROUP: Electric



POKé ASSIST

Electric

FIELD MOVE

FIELD DATA

LOCATION:	Waterworks
BEHAVIOR:	Runs away

BATTLE DATA

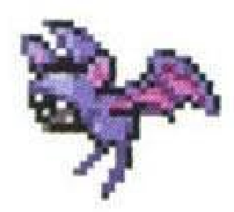
WEAKNESSES:	–
REQUIRED LOOPS:	3
EXP. POINTS:	8
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Start circling after Mangeton fires its electric beam. Magneton will fly off in a random direction, so be prepared to move your Capture Disc along with it!

R-058 Zubat

GROUP: Poison



POKé ASSIST

Poison

FIELD MOVE

FIELD DATA

LOCATION:	Krokka Tunnel
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESS:	Psychic
REQUIRED LOOPS:	2
EXP. POINTS:	18
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Zubat is very easy to catch. Wait for it to emit its sonic waves, then loop it twice for a quick win.

R-059 Golbat

GROUP: Poison

POKé ASSIST

Poison

FIELD MOVE

FIELD DATA

LOCATION:	Panula Cave
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESS:	Psychic
REQUIRED LOOPS:	7
EXP. POINTS:	32
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Golbat fires a series of whirlwinds instead of the sonic waves that its other forms use. Begin circling Golbat after it has fired the whirlwinds, and be ready to match Golbat's rapid movements.

R-060 Crobat

GROUP: Poison

POKé ASSIST

Poison

FIELD MOVE

FIELD DATA

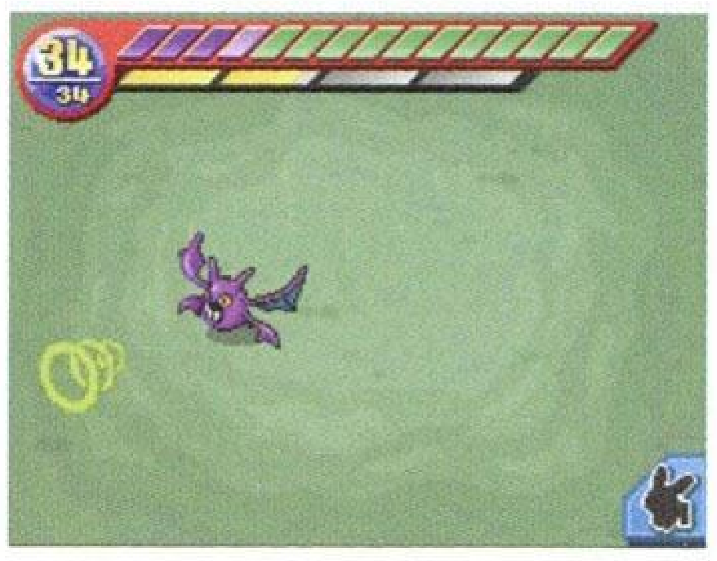
LOCATION:	Dusk Factory
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESS:	Psychic
REQUIRED LOOPS:	4
EXP. POINTS:	42
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

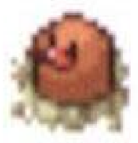
CAPTURE CONDITIONS

Crobat speeds around the capture screen, pausing only to fire a long series of sonic beams. You'll have a brief window of opportunity in which to catch Crobat after its last attack, but be ready to move along with it when it resumes flapping.



R-061 Diglett

GROUP: Ground



POKé ASSIST

Ground

FIELD MOVE

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FIELD DATA

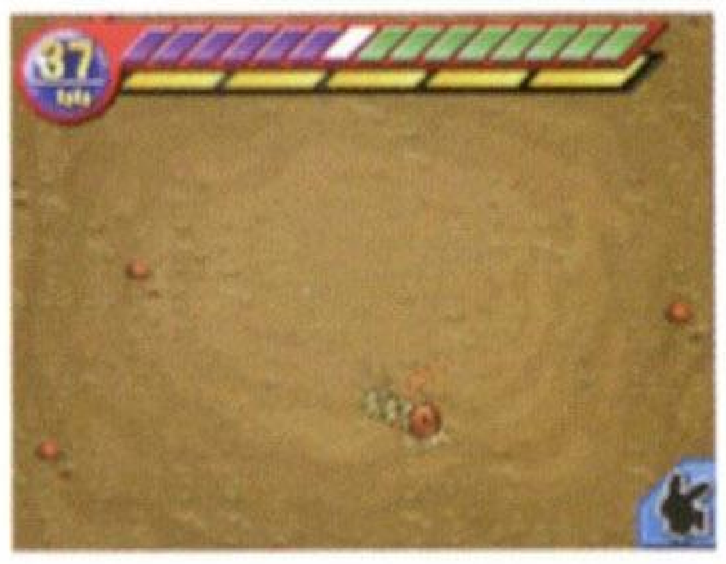
LOCATION:	Krokka Tunnel
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Water, Grass, Ice
REQUIRED LOOPS:	2
EXP. POINTS:	22
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Diglett is easy to capture; it has no attacks and requires only two loops. You can't circle Diglett when it's underground, so you'll have to wait for it to stick its head above ground, and complete the capture while it's still above ground.



R-062 Dugtrio

GROUP: Ground

POKé ASSIST

Ground

FIELD MOVE

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FIELD DATA

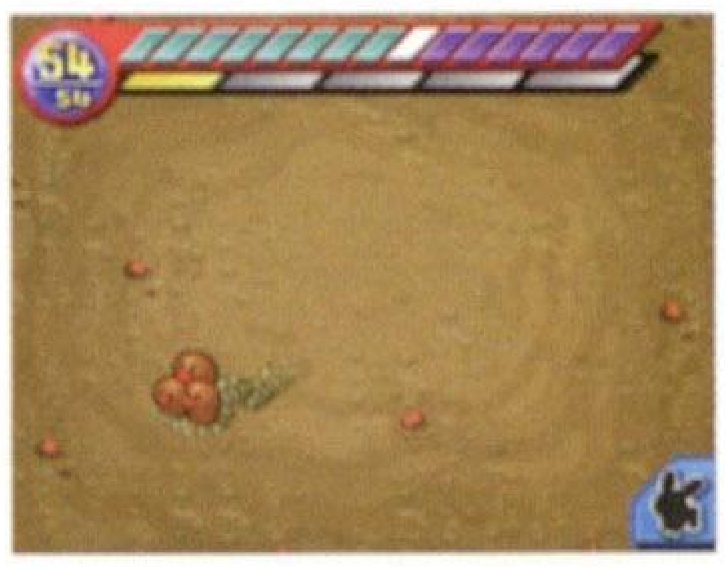
LOCATION:	Krokka Tunnel (post-ending)
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Water, Grass, Ice
REQUIRED LOOPS:	9
EXP. POINTS:	40
ATTACK DAMAGE:	–
ESCAPES BATTLE:	Eventually

CAPTURE CONDITIONS

To reach Dugtrio in Krokka Tunnel, follow the process outlined on page 62. To capture it, keep looping Dugtrio whether it's above the surface or below it. When the "OK" pops up, make sure Dugtrio is above ground before you lift your stylus, or the capture attempt will fail.



R-063 Rhydon

GROUP: Ground

POKé ASSIST

Ground

FIELD MOVE

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FIELD DATA

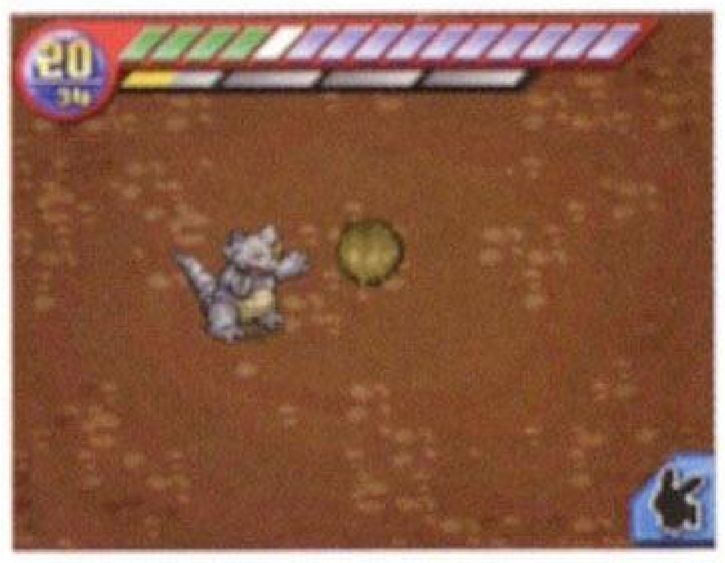
LOCATION:	East of Fall City
BEHAVIOR:	Knocks hero away

BATTLE DATA

WEAKNESSES:	Water, Grass, Ice
REQUIRED LOOPS:	8
EXP. POINTS:	45
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Wait a few seconds until Rhydon begins throwing rocks, a move it usually performs twice in a row. Then circle Rhydon quickly, but watch out for its charge attack; if you see Rhydon moving quickly at the Capture Line, lift your stylus to avoid the charge.



R-064 Geodude

GROUP: Ground

POKé ASSIST

Rock

FIELD MOVE

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FIELD DATA

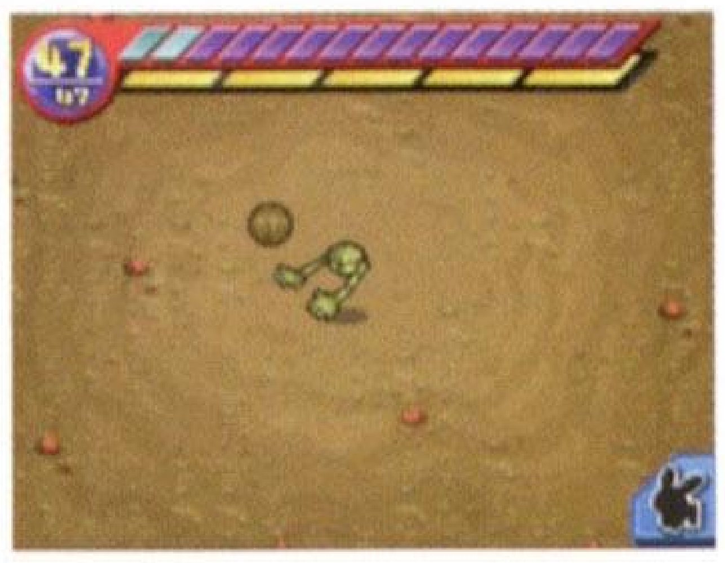
LOCATION:	Krokka Tunnel
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Water, Grass, Ice
REQUIRED LOOPS:	8
EXP. POINTS:	20
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Circle Geodude to provoke it into attacking, then lift your stylus and wait out the rock throw. After slow-moving Geodude throws and misses, you'll have plenty of time to score eight loops against it.



R-065 Graveler

GROUP: Ground

POKé ASSIST

Rock

FIELD MOVE

▨ ▨ ☐

FIELD DATA

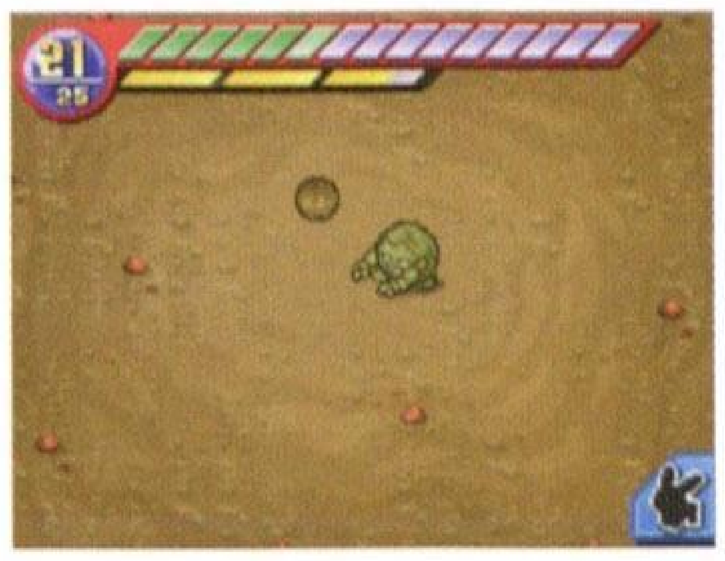
LOCATION:	Krokka Tunnel
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Water, Grass, Ice
REQUIRED LOOPS:	11
EXP. POINTS:	42
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

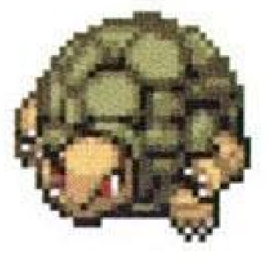
CAPTURE CONDITIONS

It's hard to get in 11 loops between boulder tosses, so instead of risking a broken Capture Line when Graveler attacks, widen your loops so they go around the boulder. It doesn't matter if the circle becomes too large to reduce the number of loops required—you can tighten the loops again when the coast is clear.



R-066 Golem

GROUP: Ground



POKé ASSIST

Rock

FIELD MOVE

FIELD DATA

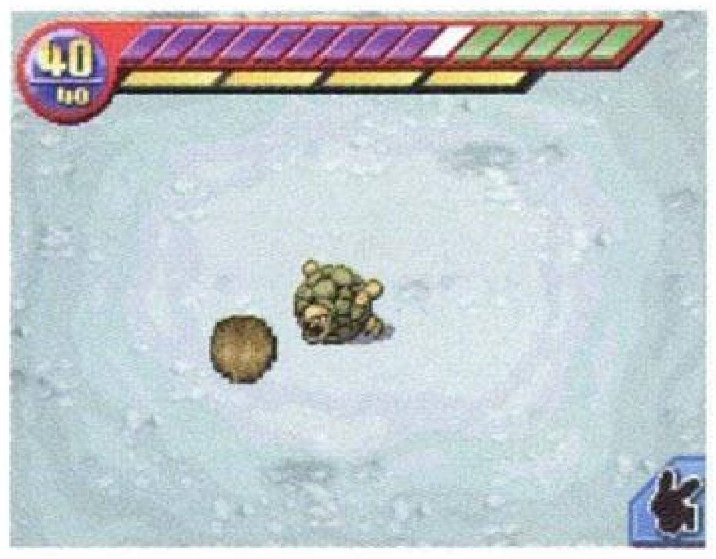
LOCATION:	Panula Cave
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Water, Grass, Ice
REQUIRED LOOPS:	15
EXP. POINTS:	95
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

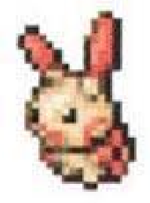
CAPTURE CONDITIONS

Golem takes a hefty 15 loops to catch, but its attacks have a short enough range that you can loop around them without breaking your Capture Line. Leave plenty of room in front of Golem, and prepare to lift your stylus if Golem turns to face the edge of the screen and doesn't leave you enough room to maneuver.



R-067 Plusle

GROUP: Electric



POKé ASSIST

Discharge

FIELD MOVE

FIELD DATA

LOCATION:	Fall City Harbor (story event)
BEHAVIOR:	–

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	3
EXP. POINTS:	3
ATTACK DAMAGE:	–
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

If you choose the female hero, Plusle will be the first Pokémon you catch. It requires only three circles and will not fight back or attempt to flee. After the capture, Plusle will become your partner Pokémon. If you choose the male hero, Plusle will be added to your Browser after you've completed the game.

R-068 Minun

GROUP: Electric

POKé ASSIST

Discharge

FIELD MOVE

FIELD DATA

LOCATION:	Fall City Harbor (story event)
BEHAVIOR:	–

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	3
EXP. POINTS:	3
ATTACK DAMAGE:	–
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

If you choose the male hero, Minun will be the first Pokémon you catch. It requires only three circles and will not fight back or attempt to flee. After the capture, Minun will become your partner Pokémon. If you choose the female hero, Minun will be added to your Browser after you've completed the game.

R-069 Tangela

GROUP: Grass

POKé ASSIST

Grass

FIELD MOVE

FIELD DATA

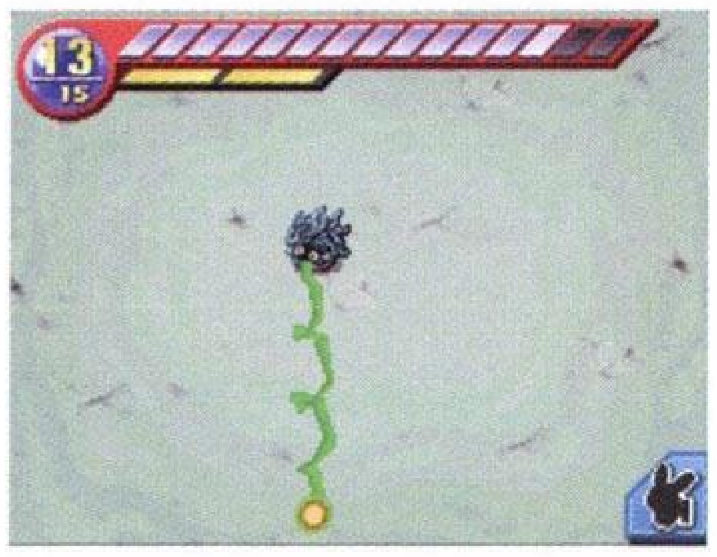
LOCATION:	Waterworks
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	2
EXP. POINTS:	30
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

After Tangela uses its vine attack, begin circling with wide loops as soon as the vine retracts. Tangela moves erratically, so you'll need to finish the loops quickly to capture it before it can hop away.



R-070 Krabby

GROUP: Water

POKé ASSIST

Water

FIELD MOVE

FIELD DATA

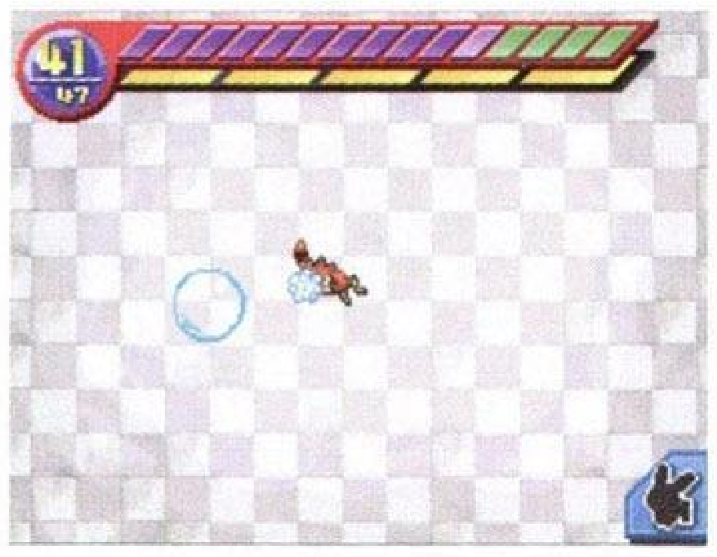
LOCATION:	Fall City Harbor
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	6
EXP. POINTS:	14
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

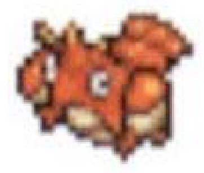
CAPTURE CONDITIONS

Wait until Krabby fires its bubble, then begin circling it. Krabby moves slowly and gives you plenty of time between bubble shots, so getting six loops in shouldn't be difficult.



R-071 Corphish

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

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FIELD DATA

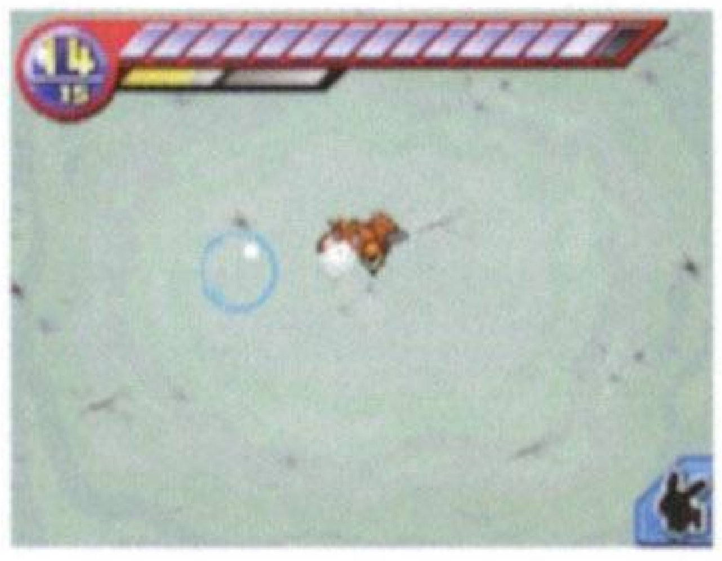
LOCATION:	Waterworks
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	6
EXP. POINTS:	16
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Corphish spits water bubbles at regular intervals, so you'll need to move quickly to capture one. Begin surrounding Corphish with tight circles as soon as the bubble leaves its mouth—you can get all six loops in before Corphish can recharge for a second blast.



R-072 Crawdaunt

GROUP: Dark

POKé ASSIST

Water

FIELD MOVE

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FIELD DATA

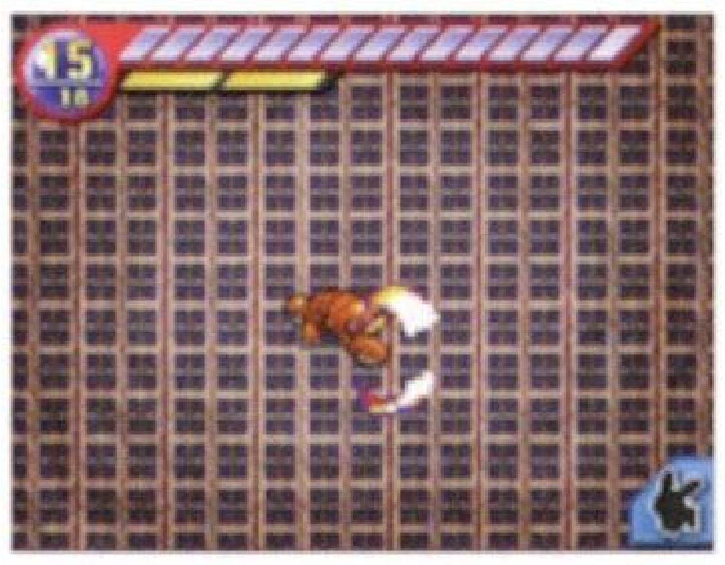
LOCATION:	Waterworks
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Fighting, Bug
REQUIRED LOOPS:	10
EXP. POINTS:	40
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Crawdaunt will attack your Capture Line, so scribble in a corner to make a distraction, wait for it to strike, then quickly circle it 10 times after it misses. If you don't have enough time, use your partner Pokémon's Poké Assist to get you started.



R-073 Totodile

GROUP: Water

POKé ASSIST

Water

FIELD MOVE

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FIELD DATA

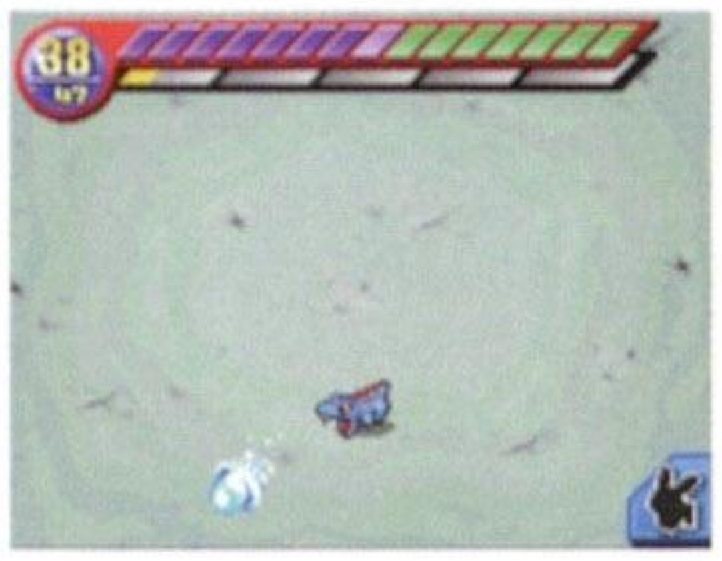
LOCATION:	Waterworks
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	4
EXP. POINTS:	18
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Wait for Totodile to fire off two blobs of water, then begin circling it with your Capture Line. It moves quickly, but if you can keep up this will be an easy capture.



R-074 Croconaw

GROUP: Water

POKé ASSIST

Water

FIELD MOVE

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FIELD DATA

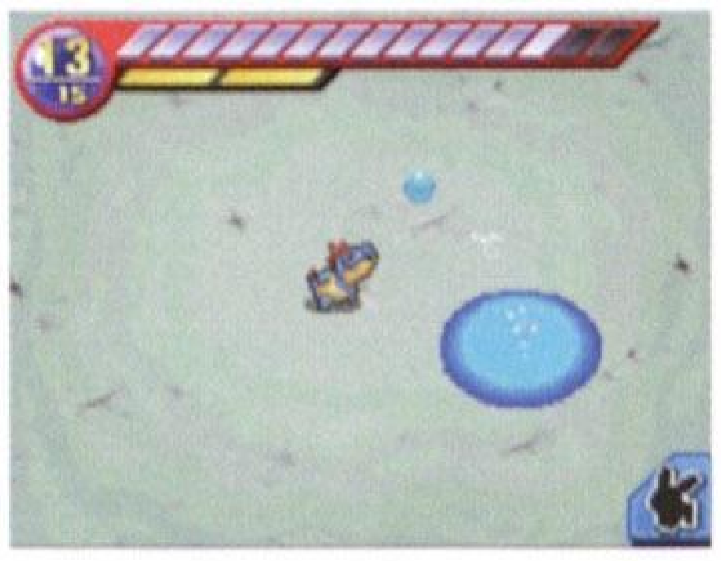
LOCATION:	Waterworks
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	5
EXP. POINTS:	30
ATTACK DAMAGE:	2 (projectile) / 1 (puddle)
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Croconaw fires a series of three projectiles that create damaging puddles when they hit the ground. Begin to draw as soon as the third bubble leaves its mouth (avoid the puddle carefully); you should have enough time to circle Croconaw at least five times before it can attack again.



R-075 Feraligatr

GROUP: Water

POKé ASSIST

Water

FIELD MOVE

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FIELD DATA

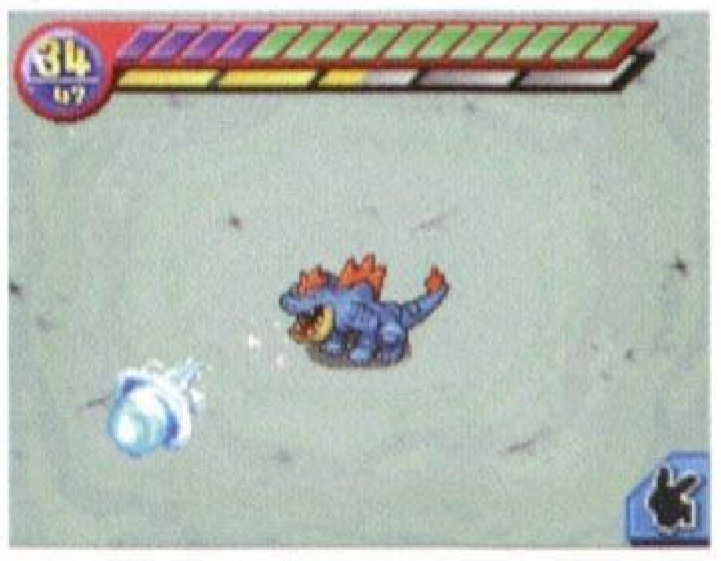
LOCATION:	Waterworks (post-ending)
BEHAVIOR:	Knocks hero away

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	14
EXP. POINTS:	92
ATTACK DAMAGE:	4
ESCAPES BATTLE:	Never

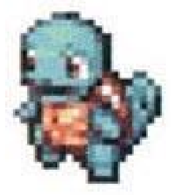
CAPTURE CONDITIONS

Feraligatr fires streams of three to five water balls at regular intervals, and uses an equally damaging tackle attack when the Capture Line appears onscreen. To catch it without using a Poké Assist, you'll have to loop it a few times, hide your Capture Disc in a corner, and resume the capture after each attack.



R-076 Squirtle

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

FIELD DATA

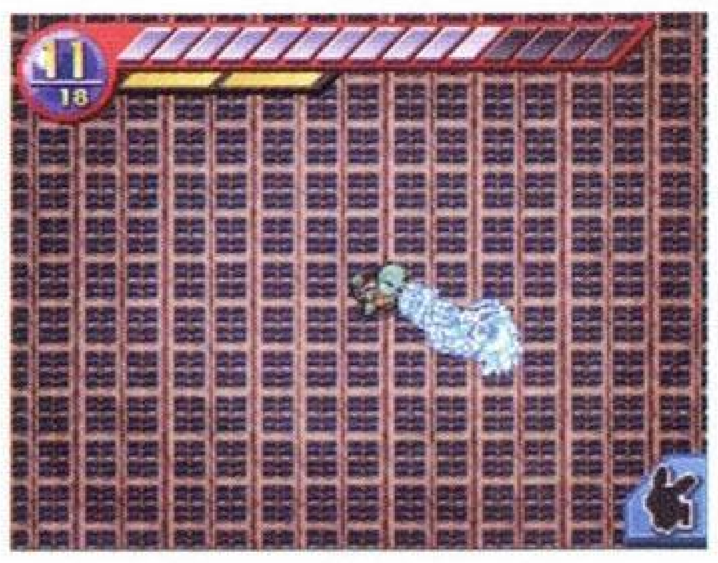
LOCATION:	Waterworks
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	3
EXP. POINTS:	22
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

You'll have to go a short distance out of your way to find Squirtle in the Waterworks. When you find it, you'll be able to catch it easily by circling around its water-breath attack.



R-077 Wartortle

GROUP: Water

POKé ASSIST

Water

FIELD MOVE

FIELD DATA

LOCATION:	Lyra Forest
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	8
EXP. POINTS:	36
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Wait for Wartortle to spit its water ball, then quickly circle it eight times. Don't take any chances if you see that Wartortle is preparing to attack again; the water ball will knock three bars off of your Styler.

R-078 Blastoise

GROUP: Water

POKé ASSIST

Water

FIELD MOVE

FIELD DATA

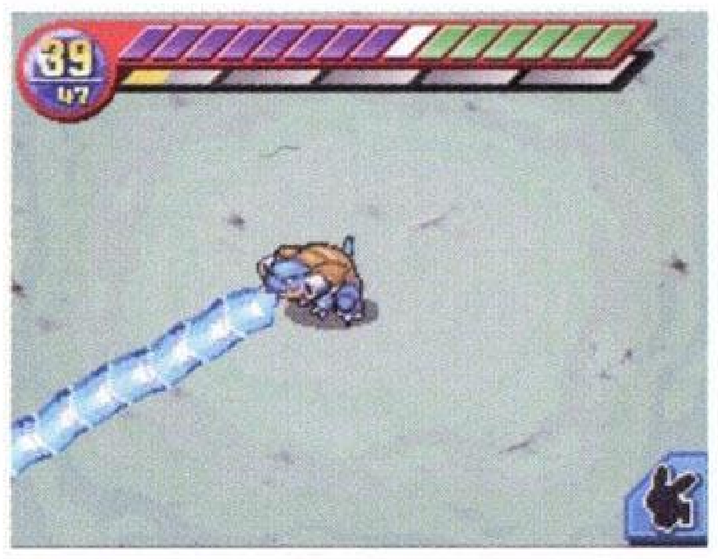
LOCATION:	Fiore Temple
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	17
EXP. POINTS:	150
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Blastoise fires powerful water beams three or four times in rapid succession. Begin looping as soon as the last beam fades, but prepare to move your Capture Disc to a corner and wait out another series of water beams—Blastoise won't give you much time between attacks.



R-079 Voltorb

GROUP: Electric

POKé ASSIST

Electric

FIELD MOVE

FIELD DATA

LOCATION:	Dusk Factory
BEHAVIOR:	Explodes to knock hero away

BATTLE DATA

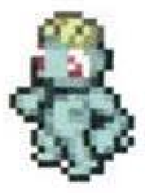
WEAKNESS:	Ground
REQUIRED LOOPS:	5
EXP. POINTS:	7
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Voltorb erupts in Styler-damaging blasts when it stops rolling, whether it's on a field map or the capture screen. Capture Voltorb with very wide circles so you can simply loop around the explosions.

R-080 Machop

GROUP: Fighting



POKé ASSIST

Fighting

FIELD MOVE

FIELD DATA

LOCATION:	Krokka Tunnel
BEHAVIOR:	Chases hero

BATTLE DATA

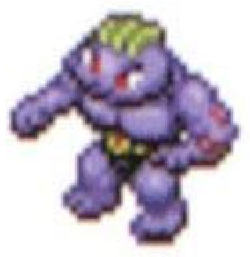
WEAKNESSES:	Flying, Psychic
REQUIRED LOOPS:	6
EXP. POINTS:	25
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Machop punches at your Capture Line frequently, but it doesn't move quickly and its range is limited. If you keep a steady hand, you can loop Machop safely while it attacks.

R-081 Machoke

GROUP: Fighting



POKé ASSIST

Fighting

FIELD MOVE

▨ ▨ ☐

FIELD DATA

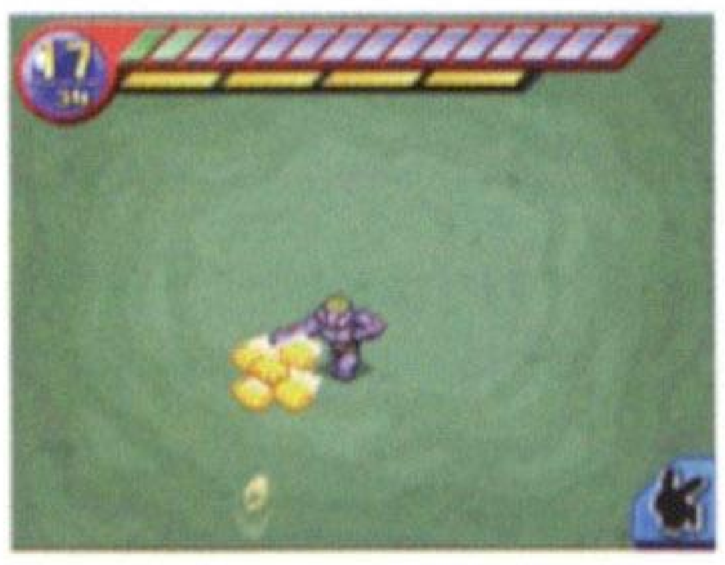
LOCATION:	Fall City
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Flying, Psychic
REQUIRED LOOPS:	8
EXP. POINTS:	52
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

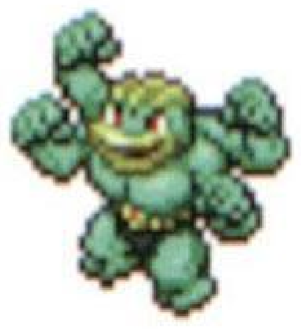
CAPTURE CONDITIONS

Wait for Machoke to finish a flurry of punches, then begin circling it. It will often break your Capture Line with a jump attack, but that won't damage your Styler, and the loops will charge your partner Pokémon. When your partner Pokémon is ready, use its Poké Assist to stun Machoke and capture it easily.



R-082 Machamp

GROUP: Fighting



POKé ASSIST

Fighting

FIELD MOVE

▨ ▨ ▨

FIELD DATA

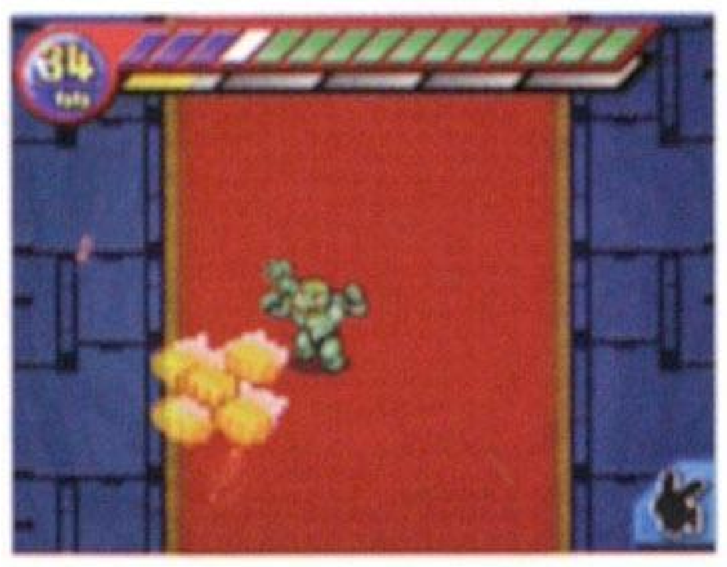
LOCATION:	Go-Rock Hideout
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Flying, Psychic
REQUIRED LOOPS:	10
EXP. POINTS:	110
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

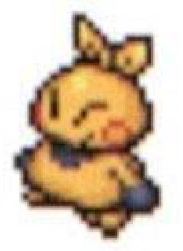
CAPTURE CONDITIONS

When Machamp is near the center of the screen, tap it to provoke its attack combo. Start looping it immediately, circling around its punches—you'll catch it with ease.



R-083 Makuhita

GROUP: Fighting



POKé ASSIST

Fighting

FIELD MOVE

▨ ▨ ☐

FIELD DATA

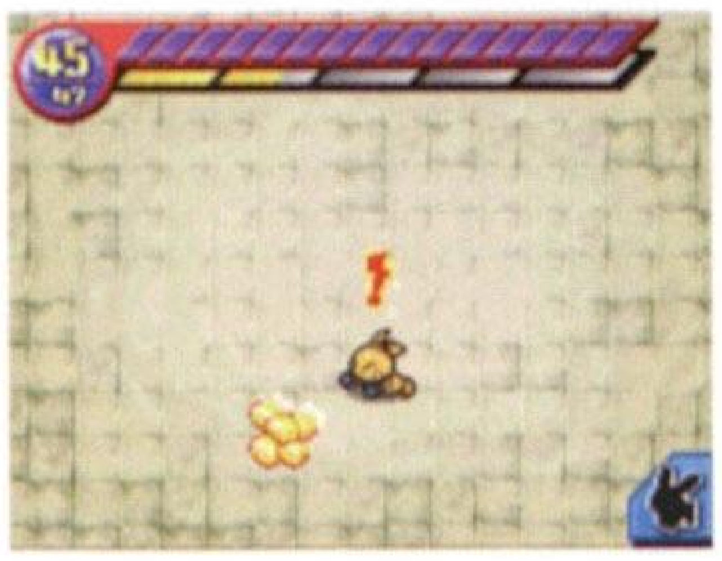
LOCATION:	Fall City
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Flying, Psychic
REQUIRED LOOPS:	5
EXP. POINTS:	20
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

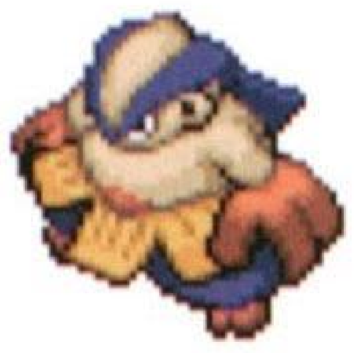
CAPTURE CONDITIONS

Makuhita will hold back until you begin to draw a Capture Line, and then it will attempt to punch through it. Draw distant squiggles to trick Makuhita into attacking, then lift your stylus from the screen and capture Makuhita when the flurry of punches ends.



R-084 Hariyama

GROUP: Fighting



POKé ASSIST

Fighting

FIELD MOVE

▨ ▨ ▨

FIELD DATA

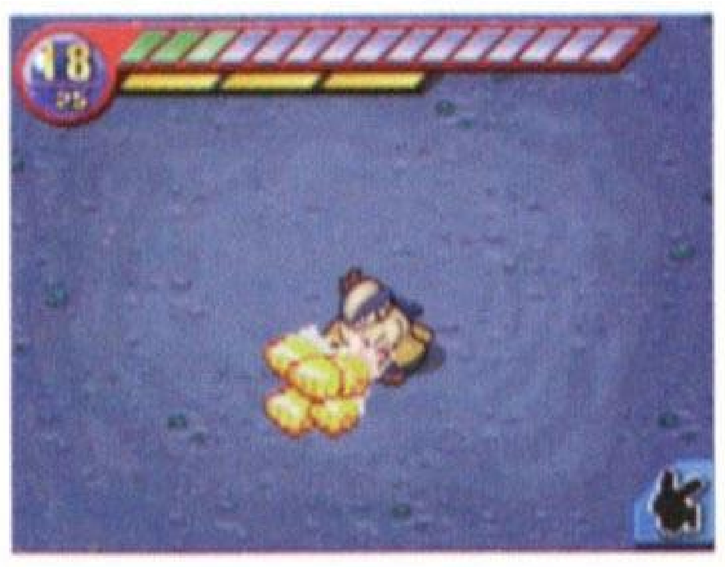
LOCATION:	Krokka Tunnel
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Flying, Psychic
REQUIRED LOOPS:	12
EXP. POINTS:	70
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

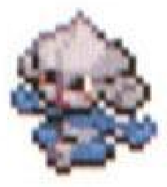
CAPTURE CONDITIONS

Hariyama delivers a standing punch combo that lasts long enough for you to circle the Pokémon a dozen times while it attacks. Wait patiently for your moment to strike, however—you won't be able to loop around Hariyama when its punches are hitting the edge of the screen.



R-085 Meditite

GROUP: Psychic



POKé ASSIST

Fighting

FIELD MOVE

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FIELD DATA

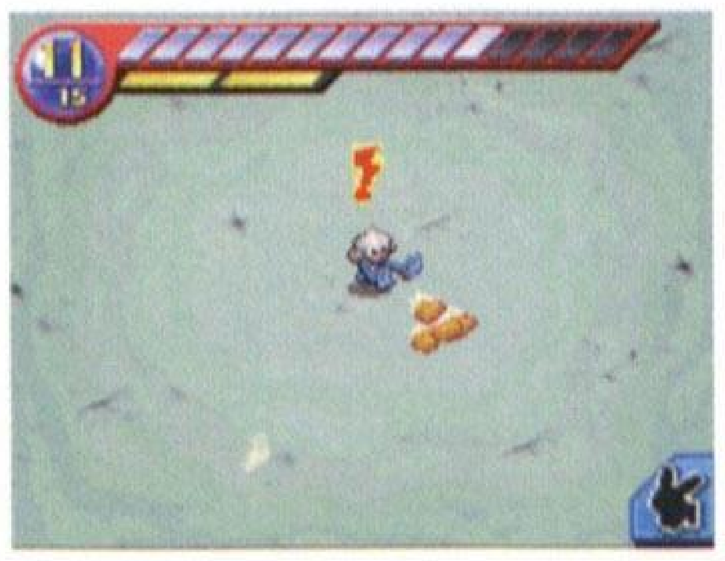
LOCATION:	Waterworks
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Bug, Ghost
REQUIRED LOOPS:	4
EXP. POINTS:	22
ATTACK DAMAGE:	2
ESCAPES BATTLE:	After a short time

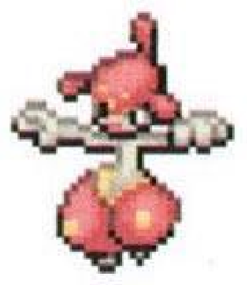
CAPTURE CONDITIONS

Meditite will attack your Capture Line with a flurry of punches, so use wide circles that will give you some time to see its attack coming. When the exclamation point appears, lift the stylus to break your Capture Line, and resume your capture attempts after Meditite throws its last punch.



R-086 Medicham

GROUP: Psychic



POKé ASSIST

Fighting

FIELD MOVE

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FIELD DATA

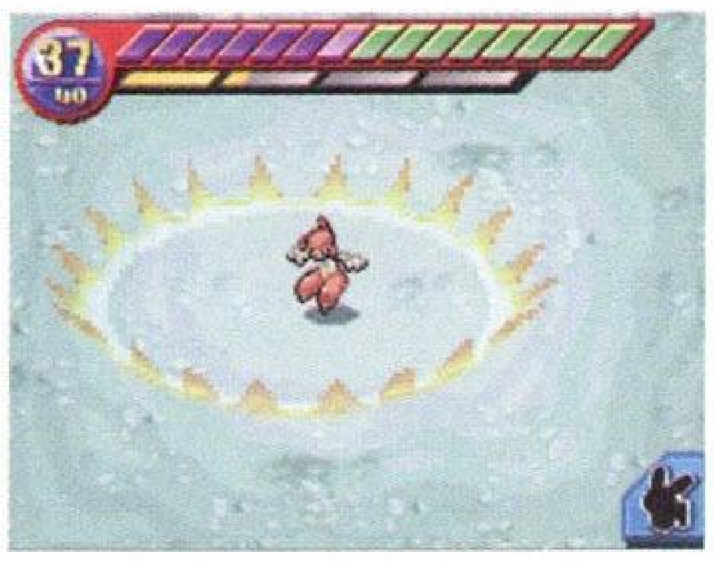
LOCATION:	Panula Cave
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Bug, Ghost
REQUIRED LOOPS:	9
EXP. POINTS:	52
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

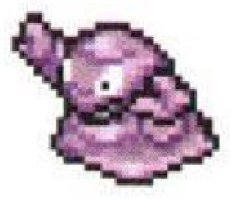
CAPTURE CONDITIONS

Medicham unleashes a violent shockwave at regular intervals—and there's not time for you to draw nine loops in between. Stun Medicham with your partner Pokémon's Discharge Poké Assist or wait till Medicham is in the center of the screen, then widen your loops to circle around the blast.



R-087 Grimer

GROUP: Poison



POKé ASSIST

Poison

FIELD MOVE

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FIELD DATA

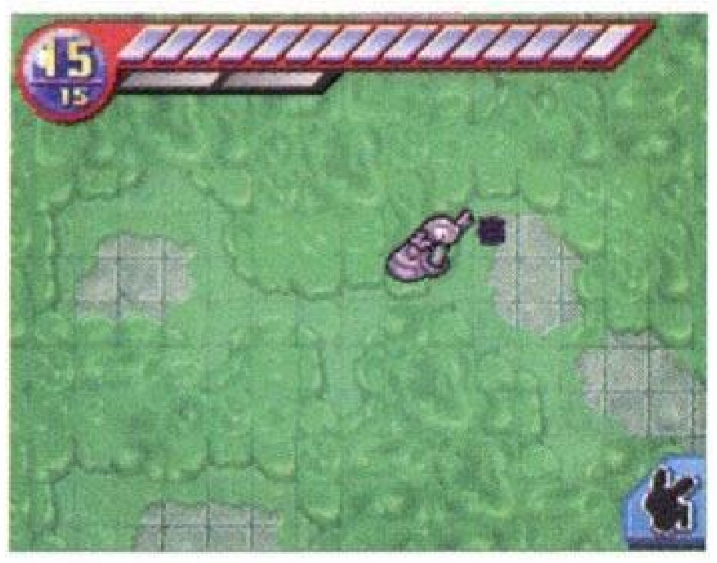
LOCATION:	Waterworks
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Ground, Psychic
REQUIRED LOOPS:	5
EXP. POINTS:	22
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

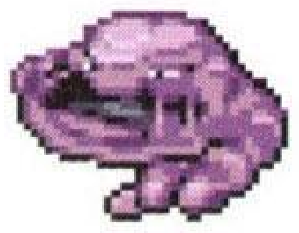
CAPTURE CONDITIONS

Catching a Grimer requires very precise loops. Both the filth it hurls and the sludge trails it leaves behind can damage your Styler, so you must compensate for both. If you have room to maneuver when the exclamation point appears, widen your loop to incorporate the sludge balls. Otherwise, lift your stylus and try again.



R-088 Muk

GROUP: Poison



POKé ASSIST

Poison

FIELD MOVE

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FIELD DATA

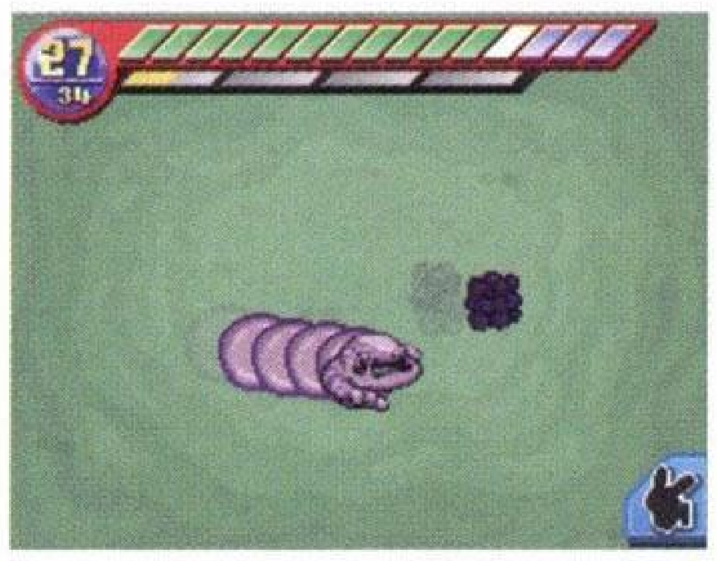
LOCATION:	Waterworks
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Ground, Psychic
REQUIRED LOOPS:	10
EXP. POINTS:	58
ATTACK DAMAGE:	2 (projectile) / 1 (puddle)
ESCAPES BATTLE:	Never

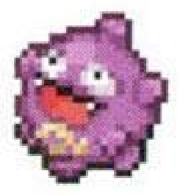
CAPTURE CONDITIONS

Muk is larger than Grimer and leaves a longer sludge trail, but you can use the same strategy to catch both Pokémon. When Muk launches its projectile attack, widen your circle to incorporate it; this will make your loops too big to count, but you can tighten them to finish off Muk when the attack is over.



R-089 Koffing

GROUP: Poison



POKé ASSIST

Poison

FIELD MOVE

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FIELD DATA

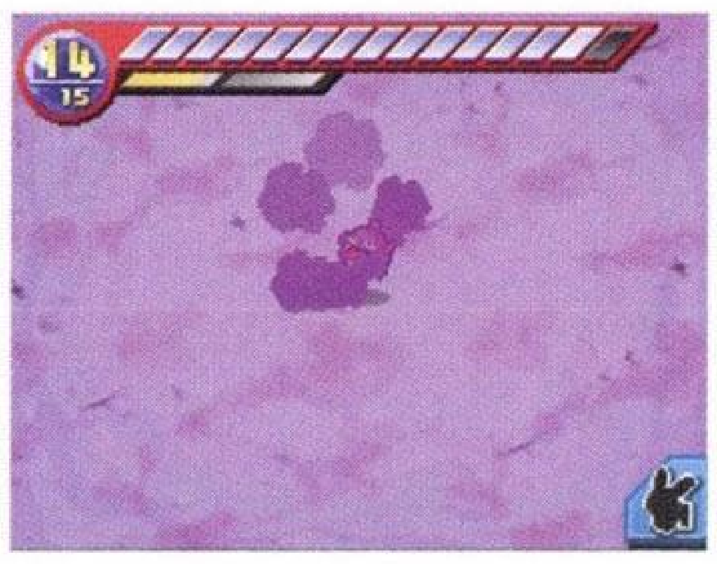
LOCATION:	Waterworks
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESS:	Psychic
REQUIRED LOOPS:	8
EXP. POINTS:	22
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

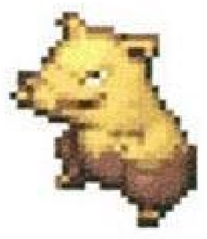
CAPTURE CONDITIONS

Koffing will attempt to conceal itself with a poison cloud; let the cloud dissipate a bit before you begin circling Koffing. The Pokémon will grow as the number of remaining loops required drops, so use progressively wider loops.



R-090 Drowzee

GROUP: Psychic



POKé ASSIST

Psychic

FIELD MOVE

☐ ☐ ☐

FIELD DATA

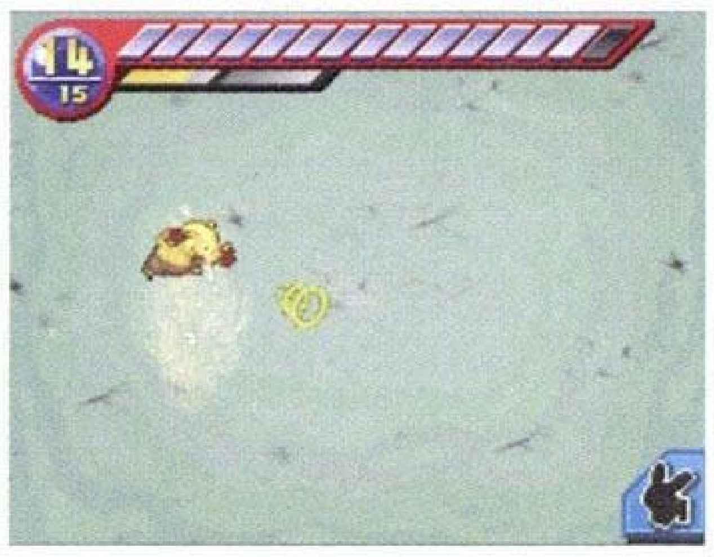
LOCATION:	Waterworks
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Bug, Ghost
REQUIRED LOOPS:	6
EXP. POINTS:	26
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

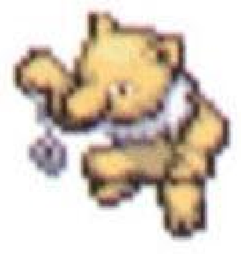
CAPTURE CONDITIONS

Drowzee won't fire its force waves until the Capture Disc appears, so tap the touch screen to create a distraction, then circle Drowzee quickly while it waits to recharge.



R-091 Hypno

GROUP: Psychic



POKé ASSIST

Psychic

FIELD MOVE

☐ ☐ ☐

FIELD DATA

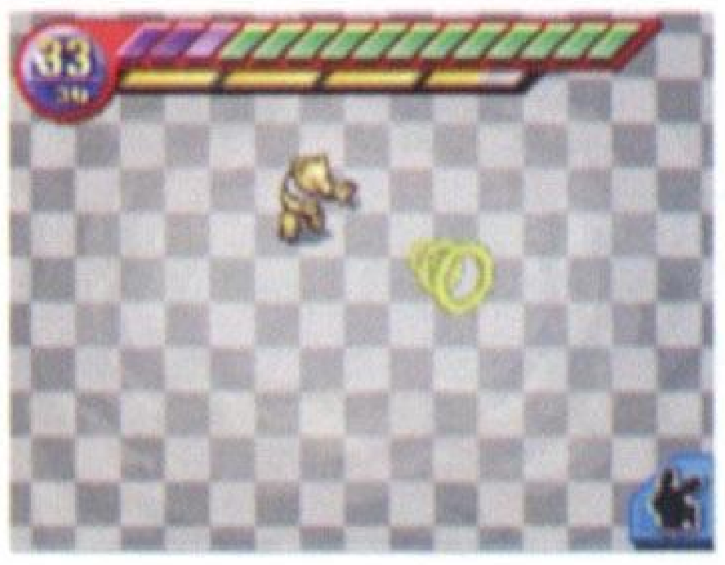
LOCATION:	Dusk Factory
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Bug, Ghost
REQUIRED LOOPS:	9
EXP. POINTS:	54
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

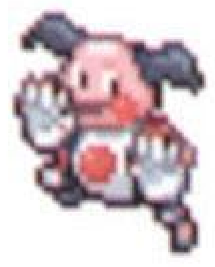
CAPTURE CONDITIONS

Scribble on the capture screen to lure out Hypno's psychic wave, then circle Hypno quickly with tight loops so you can capture it before it resumes moving.



R-092 Mr. Mime

GROUP: Psychic



POKé ASSIST

Psychic

FIELD MOVE

☐ ☐ ☐

FIELD DATA

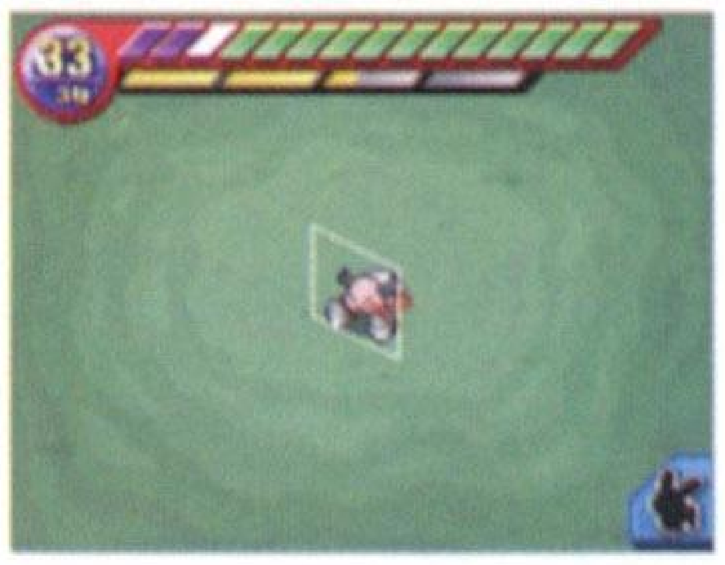
LOCATION:	Dusk Factory
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Bug, Ghost
REQUIRED LOOPS:	8
EXP. POINTS:	68
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

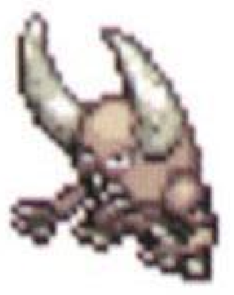
CAPTURE CONDITIONS

Various Mr. Mime wander the capture screen, leaving invisible walls behind. If your Capture Line hits one of these walls, it will break and your Styler will suffer three points of damage. Circle quickly and aggressively to catch Mr. Mime before it can set up too many traps.



R-093 Pinsir

GROUP: Bug



POKé ASSIST

Bug

FIELD MOVE

☽ ☽ ☐

FIELD DATA

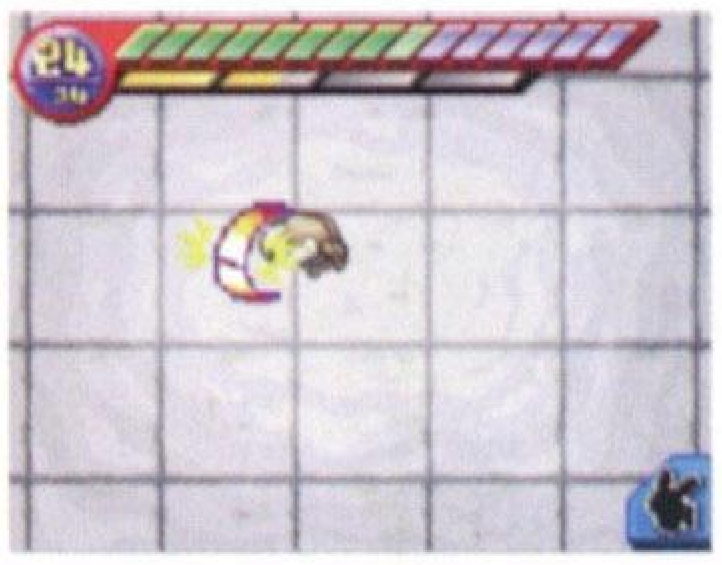
LOCATION:	Dusk Factory
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Flying, Rock, Fire
REQUIRED LOOPS:	6
EXP. POINTS:	82
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

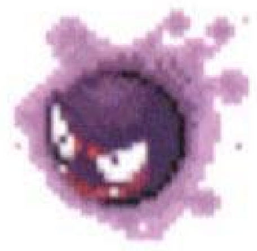
CAPTURE CONDITIONS

Make Capture Line scribbles at a distant corner of the screen to trick Pinsir into charging at your Capture Disc. When it misses, you should have enough time to loop the tired Pinsir six times.



R-094 Gastly

GROUP: Ghost



POKé ASSIST

Ghost

FIELD MOVE

☐ ☐ ☐

FIELD DATA

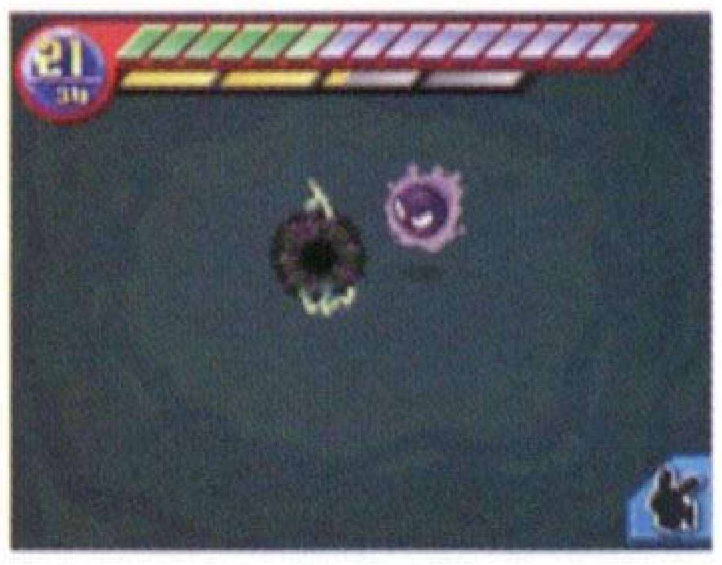
LOCATION:	Dusk Factory
BEHAVIOR:	Abducts friend Pokémon

BATTLE DATA

WEAKNESS:	Ghost
REQUIRED LOOPS:	5
EXP. POINTS:	42
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

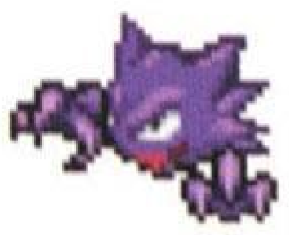
CAPTURE CONDITIONS

Gastly's projectiles move slowly but can be very damaging. Wait for it to attack, then begin circling. The Gastly may fade away—if it does, just keep scribbling until it reappears. As long as you don't lift your stylus, you can resume your capture where it left off.



R-095 Haunter

GROUP: Ghost



POKé ASSIST

Ghost

FIELD MOVE

☐ ☐ ☐

FIELD DATA

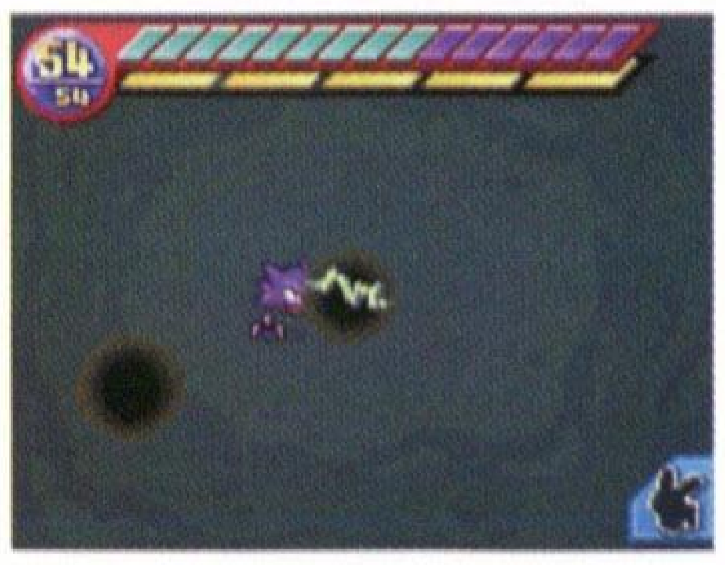
LOCATION:	Dusk Factory (post-ending)
BEHAVIOR:	Abducts friend Pokémon

BATTLE DATA

WEAKNESS:	Ghost
REQUIRED LOOPS:	6
EXP. POINTS:	56
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

After you beat the game, Haunter replaces Gastly in one section of the Dusk Factory. The two Pokémon behave almost identically in combat, but you'll need to loop Haunter one additional time. Don't be discouraged if Haunter disappears after a few loops; you can resume the capture when it returns.



R-096 Gengar

GROUP: Ghost

POKé ASSIST

Ghost

FIELD MOVE

☐ ☐ ☐

FIELD DATA

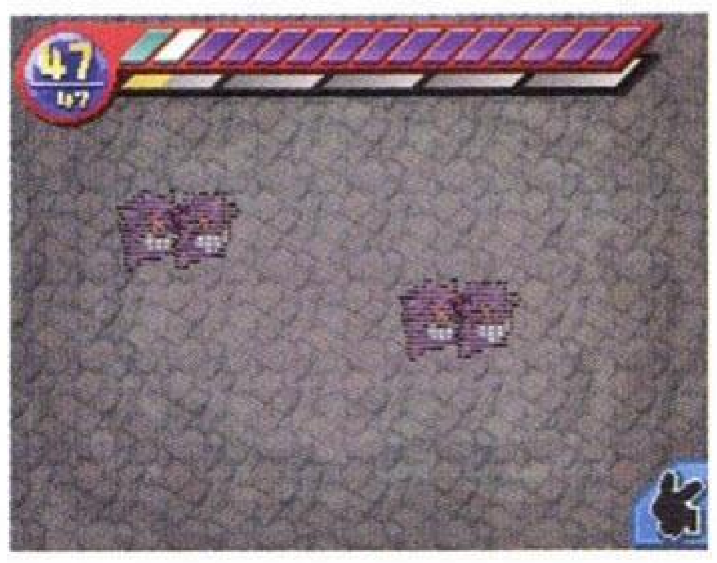
LOCATION:	Fiore Temple
BEHAVIOR:	Abducts friend Pokémon

BATTLE DATA

WEAKNESS:	Ghost
REQUIRED LOOPS:	7
EXP. POINTS:	100
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Gengar creates two shadow copies of itself that run around the capture field and attempt to break your line. If you circle them, they'll disappear, leaving only the real Gengar. The shadow copies can make for a time-consuming battle, but neither they nor the real Gengar can damage your Styler.



R-097 Snubbull

GROUP: Normal

POKé ASSIST

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FIELD MOVE

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FIELD DATA

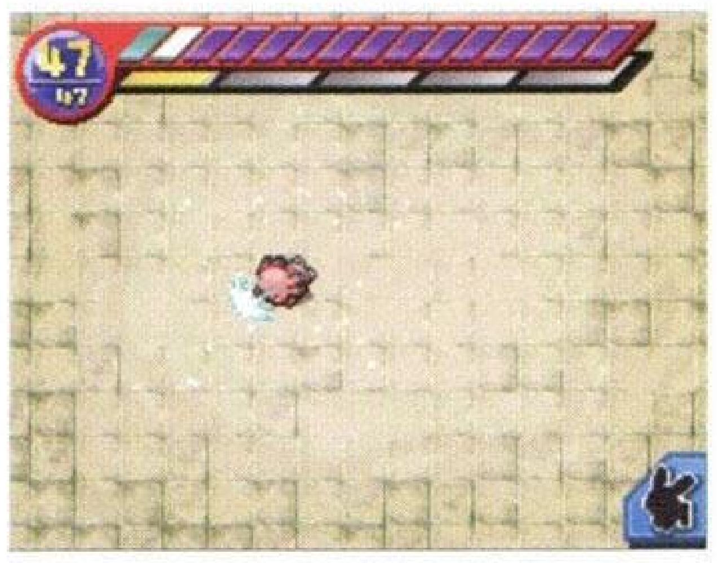
LOCATION:	Fall City
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESS:	Fighting
REQUIRED LOOPS:	4
EXP. POINTS:	11
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Snubbull will attempt to tackle the Capture Line, but the move doesn't have a very long range. Using wide circles should be enough to keep your line out of Snubbull's tackle range.



R-098 Skitty

GROUP: Normal

POKé ASSIST

–

FIELD MOVE

☐ ☐ ☐

FIELD DATA

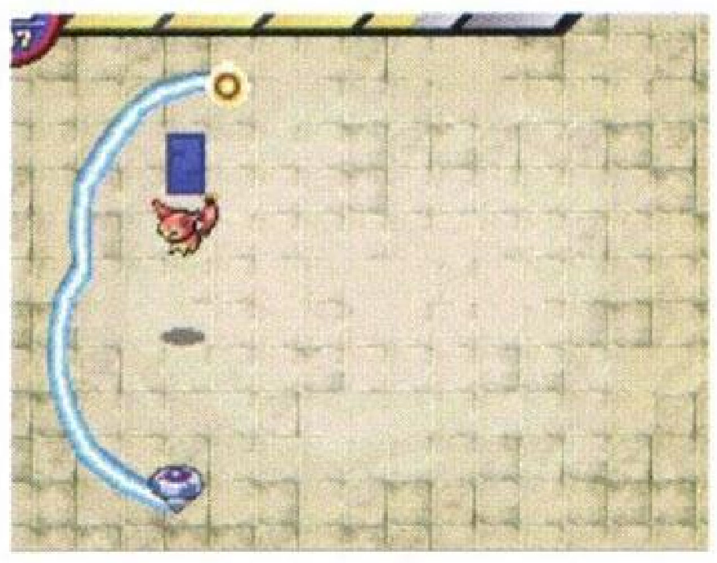
LOCATION:	Fall City
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESS:	Fighting
REQUIRED LOOPS:	3
EXP. POINTS:	15
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Skitty will jump around to thwart your capture attempts, but these movements won't damage your Styler. If you have the patience, keep trying to capture Skitty—you'll earn a bunch of bonus Exp. Points in the process.



R-099 Meowth

GROUP: Normal

POKé ASSIST

–

FIELD MOVE

☾ ☐ ☐

FIELD DATA

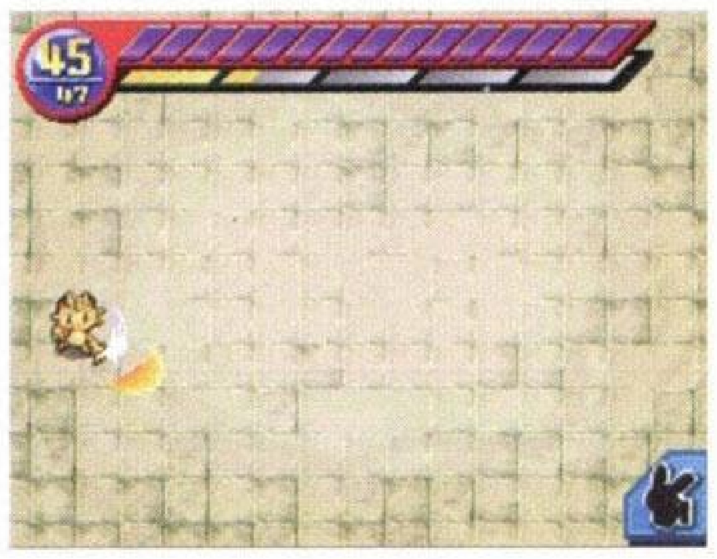
LOCATION:	Fall City
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESS:	Fighting
REQUIRED LOOPS:	5
EXP. POINTS:	18
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

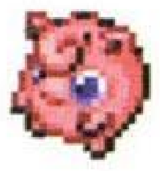
CAPTURE CONDITIONS

Wait for Meowth to fire off its energy blast, then begin circling it with your Capture Line. Meowth will keep moving to throw you off, but it travels in predictable circles around the field.



R-100 Jigglypuff

GROUP: Normal



POKé ASSIST

–

FIELD MOVE

☐ ☐ ☐

FIELD DATA

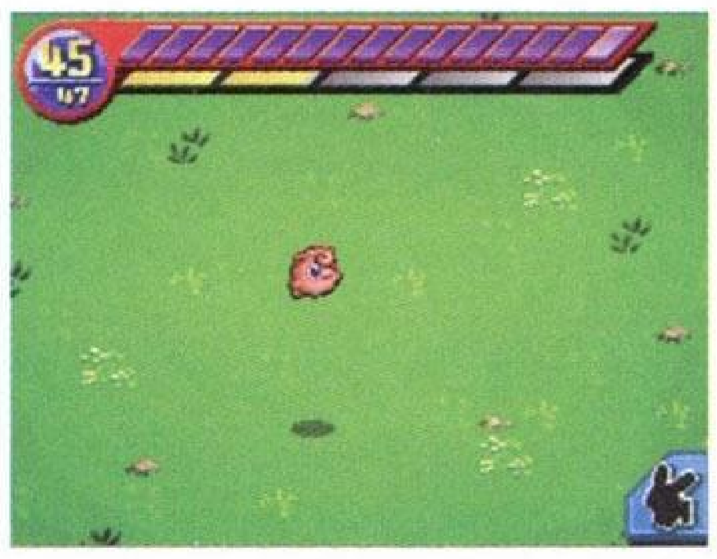
LOCATION:	Lyra Forest
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESS:	Fighting
REQUIRED LOOPS:	7
EXP. POINTS:	23
ATTACK DAMAGE:	–
ESCAPES BATTLE:	Never

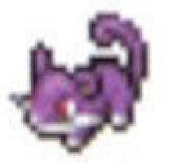
CAPTURE CONDITIONS

Jigglypuff doesn't attack; it merely hops around the field. Begin to circle its shadow when Jigglypuff is just about to land from a hop, and you should be able to capture it easily.



R-101 Rattata

GROUP: Normal



POKé ASSIST

–

FIELD MOVE

FIELD DATA

LOCATION:	Dusk Factory
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESS:	Fighting
REQUIRED LOOPS:	1
EXP. POINTS:	12
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Rattata takes only one loop to catch, and its attacks have a short range and deal very little damage. However, Rattata may appear in large groups, so you'll have to act quickly and carefully to pick them off one at a time.

R-102 Raticate

GROUP: Normal

POKé ASSIST

–

FIELD MOVE

FIELD DATA

LOCATION:	Waterworks
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESS:	Fighting
REQUIRED LOOPS:	5
EXP. POINTS:	25
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Raticate will strike at your Capture Line constantly, but if you draw quickly and keep moving your loops so they're centered on the fast-moving Raticate, the lines will always disappear by the time Raticate reaches them.

R-103 Porygon

GROUP: Normal

POKé ASSIST

–

FIELD MOVE

FIELD DATA

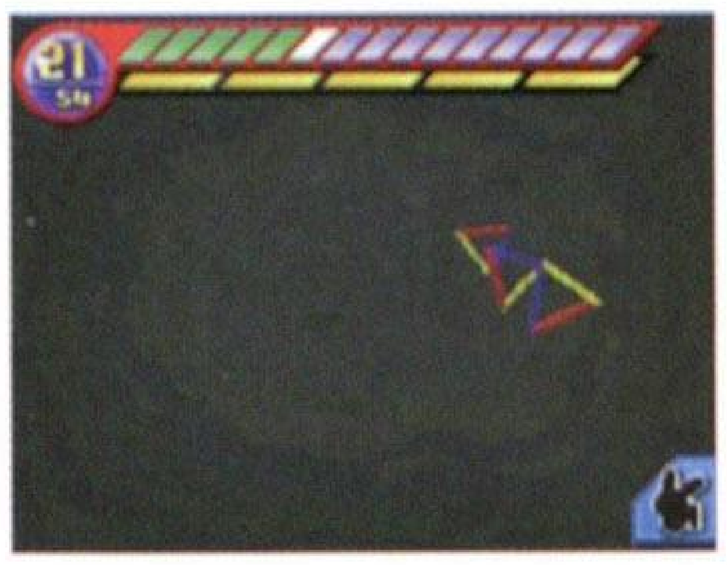
LOCATION:	Dusk Factory (post-ending)
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESS:	Fighting
REQUIRED LOOPS:	3
EXP. POINTS:	42
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

You'll find Porygon in the center of the factory's conveyor-belt room after you beat the game. Porygon is invisible in the factory, but it appears at times on the capture screen to attack. No need to wait for it to show itself; you can ferret out Porygon's location by drawing random circles on the battlefield.



R-104 Kecleon

GROUP: Normal

POKé ASSIST

–

FIELD MOVE

FIELD DATA

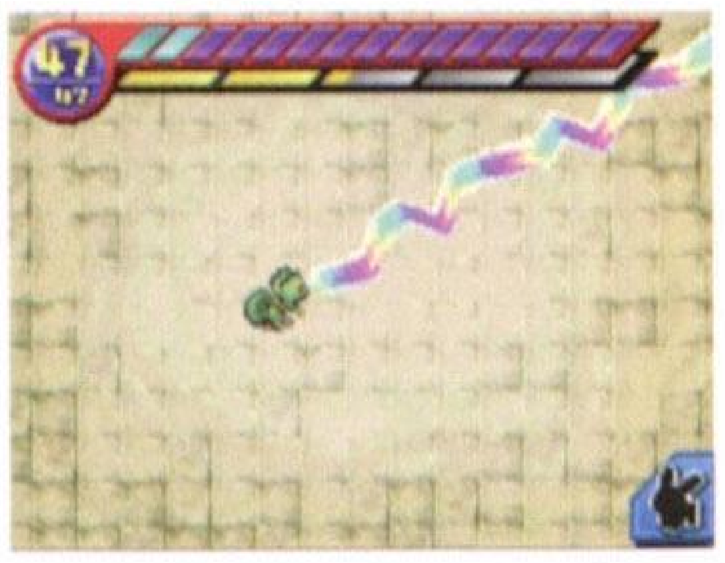
LOCATION:	Fall City (post-ending)
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESS:	Fighting
REQUIRED LOOPS:	4
EXP. POINTS:	40
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Immediately

CAPTURE CONDITIONS

Kecleon fades into the background of Fall City so completely you can barely see it. Wander the area where you first saw Machoke until you run into Kecleon, and then begin circling it as soon as its beam attack ceases. Use the numbers that pop up above Kecleon's head to track its movements.



R-105 Snorlax

GROUP: Normal

POKé ASSIST

–

FIELD MOVE

FIELD DATA

LOCATION:	Sekra Range
BEHAVIOR:	Ignores hero

BATTLE DATA

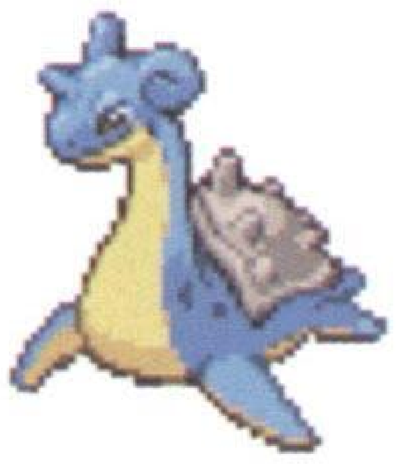
WEAKNESS:	Fighting
REQUIRED LOOPS:	21
EXP. POINTS:	110
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

You won't be able to challenge Snorlax in its Sekra Range cave until you've filled the Browser. In combat, Snorlax will fall over, creating a Styler-damaging shockwave, then sleep for a few seconds. Loop it while it slumbers, then move your Capture Disc to a corner to wait out the next attack.

R-106 Lapras

GROUP: Ice



POKé ASSIST

Water

FIELD MOVE

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FIELD DATA

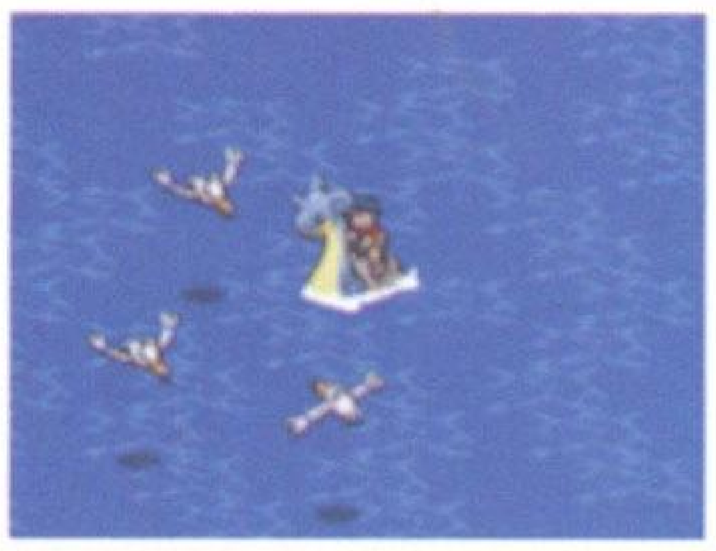
LOCATION:	Fall City Harbor
BEHAVIOR:	–

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	–
EXP. POINTS:	–
ATTACK DAMAGE:	–
ESCAPES BATTLE:	–

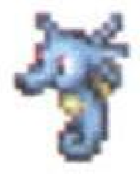
CAPTURE CONDITIONS

You won't ever have an opportunity to capture Lapras on your quest. Instead, you'll earn Lapras's Browser data when you save the Fall City Lapras from two Krabby after completing Mission 3.



R-107 Horsea

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

☐ ☐ ☐

FIELD DATA

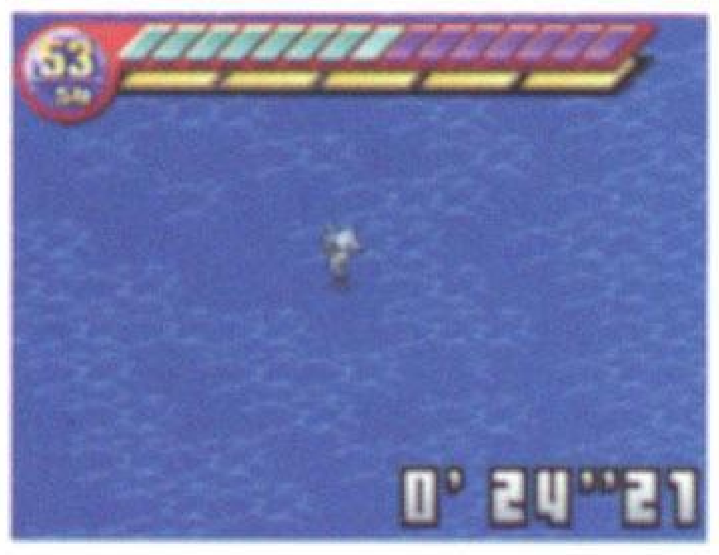
LOCATION:	Marine Capture Challenge
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	3
EXP. POINTS:	–
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

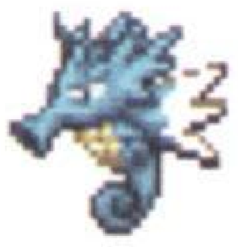
CAPTURE CONDITIONS

Horsea and its evolved forms appear in the Marine Capture Challenge after you beat the game. When Horsea pops above the surface in combat, tap the screen to provoke it, then circle around both Horsea and its water breath.



R-108 Seadra

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

☐ ☐ ☐

FIELD DATA

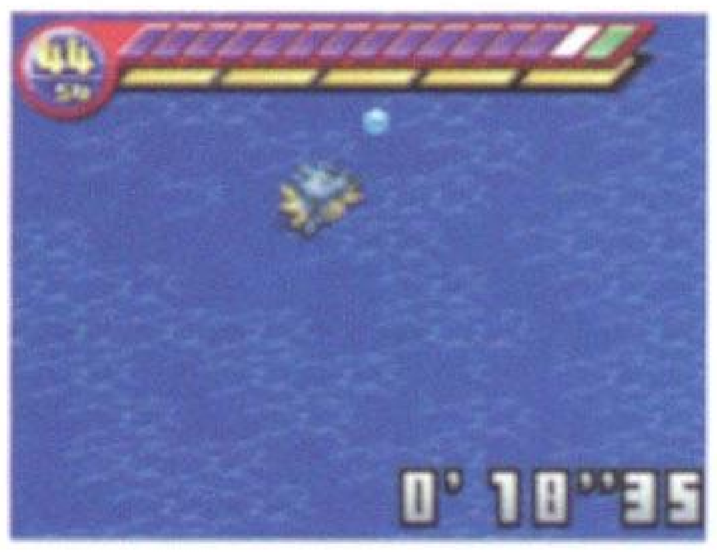
LOCATION:	Marine Capture Challenge
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	5
EXP. POINTS:	–
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

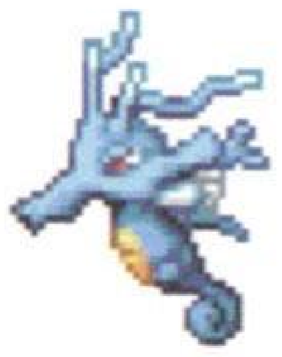
CAPTURE CONDITIONS

Like Horsea, Seadra lurks beneath the waves, popping up only occasionally. When it does, tap the screen to provoke an attack. After the bubble leaves its mouth, circle it as many times as you can before it lands. If you can't finish it off, keep your Capture Disc onscreen to loop it when it reemerges.



R-109 Kingdra

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

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FIELD DATA

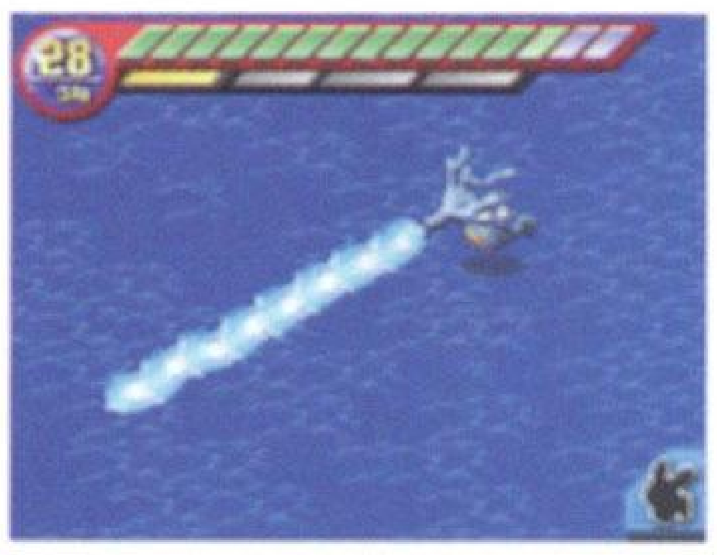
LOCATION:	Jungle Relic
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESS:	Discharge
REQUIRED LOOPS:	6
EXP. POINTS:	160
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

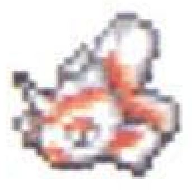
CAPTURE CONDITIONS

Kingdra hangs out beneath the surface of the water, leaving a dark shadow to mark its position. Circle the shadow so you'll have a head start when Kingdra pops up, but be ready to lift your stylus if an exclamation point appears. When the water beam passes, resume your capture attempt.



R-110 Goldeen

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

☐ ☐ ☐

FIELD DATA

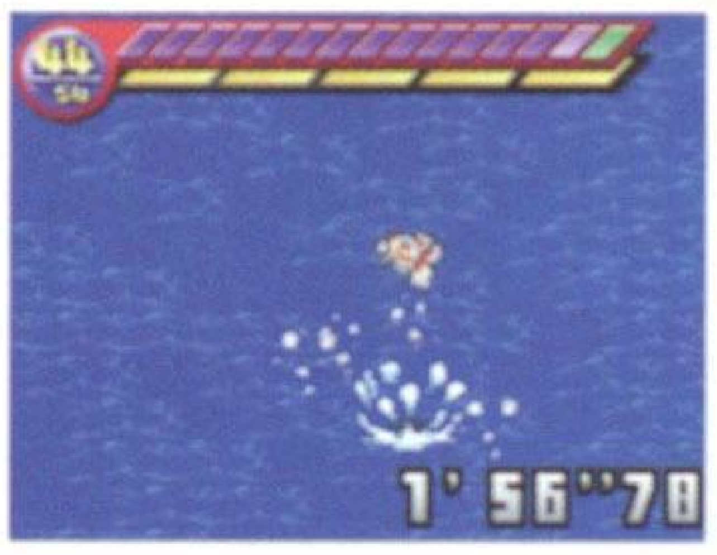
LOCATION:	Marine Capture Challenge
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	1
EXP. POINTS:	–
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

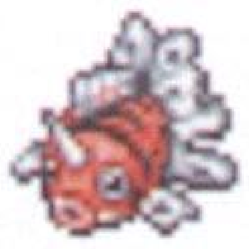
CAPTURE CONDITIONS

Goldeen is very easy to catch. It hovers underwater (the shadow it casts reveals where it is), and leaps into capture range at regular intervals. Circle Goldeen once in midair for a successful capture.



R-111 Seaking

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

FIELD DATA

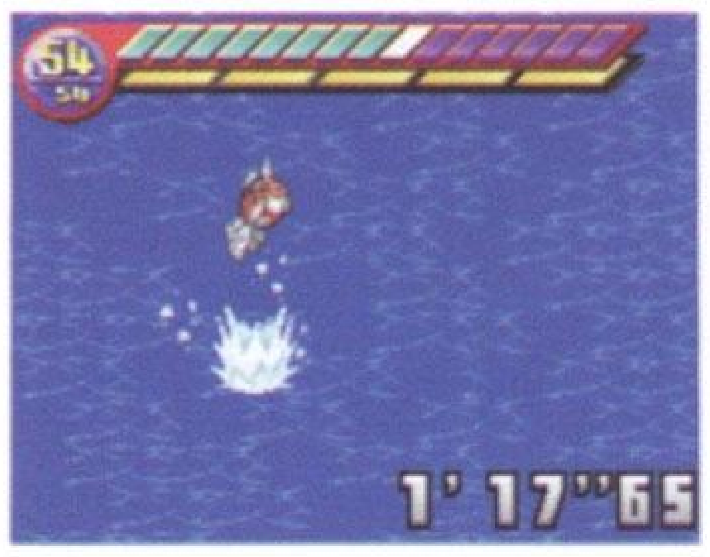
LOCATION:	Marine Capture Challenge
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	2
EXP. POINTS:	–
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

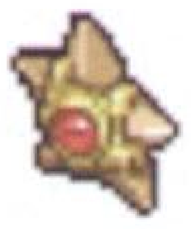
CAPTURE CONDITIONS

Seaking behaves exactly as Goldeen does, with one exception: when it leaps out of the water, you'll have to circle it twice before it lands. Like Goldeen, Seaking has no attacks and cannot damage your Styler.



R-112 Staryu

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

FIELD DATA

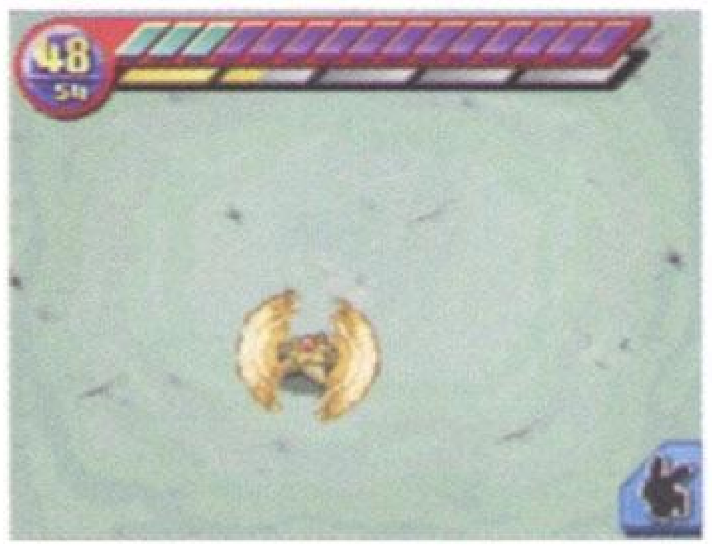
LOCATION:	Fall City lighthouse
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	5
EXP. POINTS:	25
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

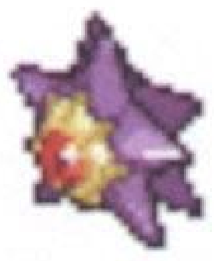
CAPTURE CONDITIONS

Instead of trying to catch Staryu while it's running wild at the beginning of the fight, wait until it begins to use its spin attack. Then draw wide loops around the spinning Staryu; its attack should last long enough to let you get in at least five loops.



R-113 Starmie

GROUP: Water



POKé ASSIST

Psychic

FIELD MOVE

FIELD DATA

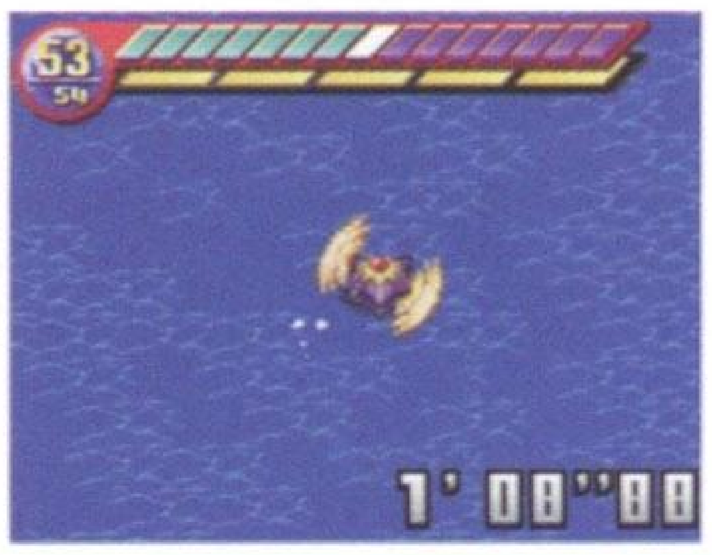
LOCATION:	Marine Capture Challenge
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	9
EXP. POINTS:	–
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

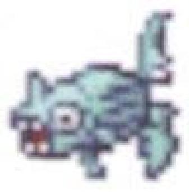
CAPTURE CONDITIONS

Starmie behaves just like Staryu, but its spin attack lasts longer and it requires four additional loops to capture. To play it safe, wait to begin circling until Starmie is in the center of the capture screen, where it will be less likely to spin off the edge.



R-114 Remoraid

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

FIELD DATA

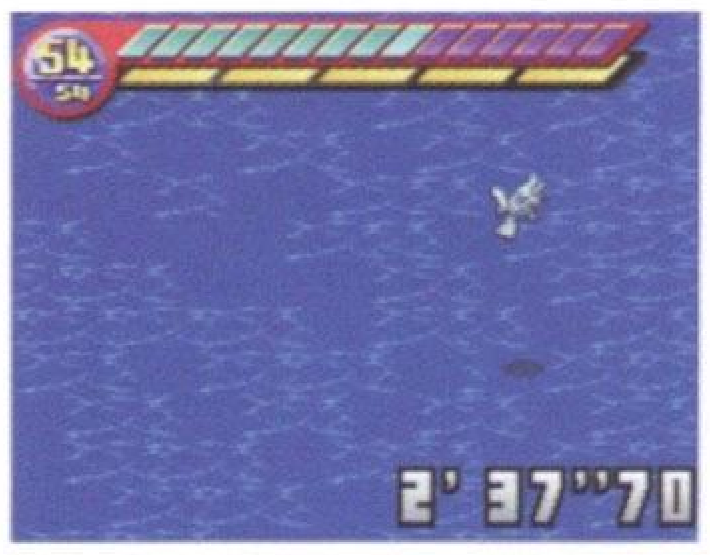
LOCATION:	Marine Capture Challenge
BEHAVIOR:	Dives underwater

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	2
EXP. POINTS:	–
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

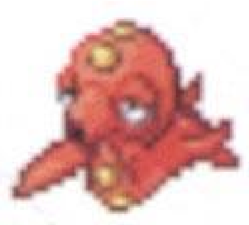
CAPTURE CONDITIONS

Like Goldeen, Remoraid hangs out underwater and leaps above the surface only briefly. You'll need keen reflexes to circle it twice before it lands, but at least you won't have to worry about your Styler—Remoraid cannot attack.



R-115 Octillery

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

FIELD DATA

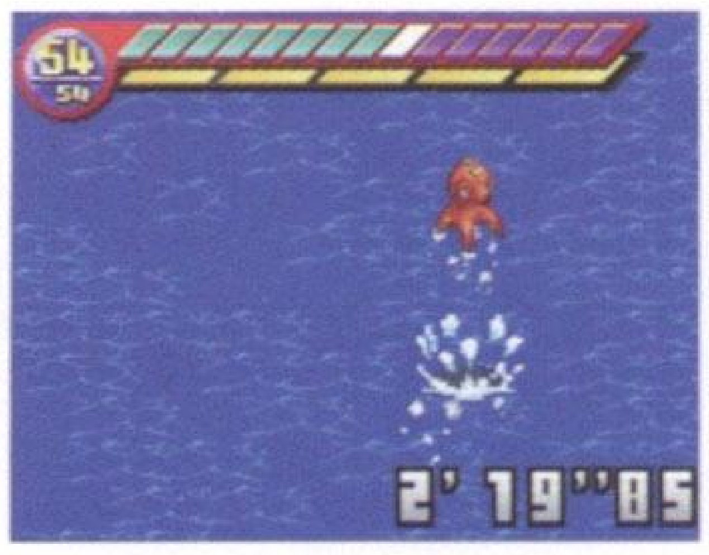
LOCATION:	Marine Capture Challenge
BEHAVIOR:	Dives underwater

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	2
EXP. POINTS:	–
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

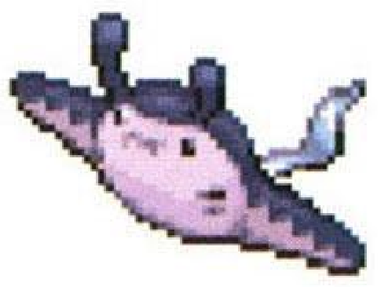
CAPTURE CONDITIONS

Octillery behaves like Remoraid, hiding underwater and leaping out only briefly. If you fail to circle it twice while it's vulnerable, Octillery will squirt out a Styler-damaging ink cloud when it hits the water, and the ink will spread slowly to hinder future capture attempts. Since time is tight, get it right the first time!



R-116 Mantine

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

☐ ☐ ☐

FIELD DATA

LOCATION:	Marine Capture Challenge
BEHAVIOR:	Ignores hero

BATTLE DATA

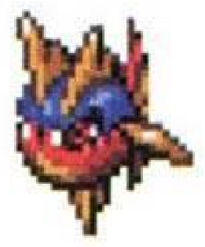
WEAKNESSES:	–
REQUIRED LOOPS:	8
EXP. POINTS:	–
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

When Mantine surfaces, tap the screen to provoke an attack (which resembles Donphan's tackle) and begin circling immediately when the blue schockwaves appear. Continue to loop Mantine as it resumes moving, and keep your Capture Disc onscreen so you don't lose your progress if it dips underwater again.

R-117 Carvanha

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

☐ ☐ ☐

FIELD DATA

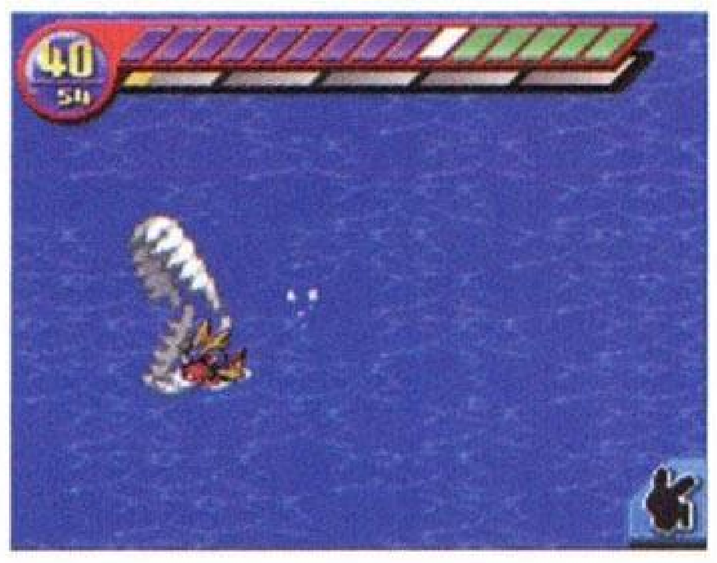
LOCATION:	Marine Capture Challenge
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESS:	Discharge
REQUIRED LOOPS:	4
EXP. POINTS:	32
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

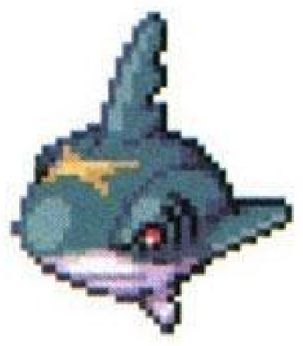
CAPTURE CONDITIONS

Carvanha stands still while it attacks by snapping with a large pair of jaws. Since Carvanha doesn't move when it strikes, you can catch it safely by using wide circles. However, catching packs of Carvanha will require careful timing and positioning.



R-118 Sharpedo

GROUP: Water



POKé ASSIST

Dark

FIELD MOVE

☐ ☐ ☐

FIELD DATA

LOCATION:	Marine Capture Challenge
BEHAVIOR:	Chases hero

BATTLE DATA

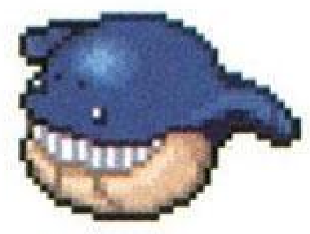
WEAKNESSES:	–
REQUIRED LOOPS:	11
EXP. POINTS:	–
ATTACK DAMAGE:	4
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Sharpedo uses the same bite attack as Carvanha, but does double the damage and takes many more circles to catch. Provoke the attack by tapping the screen, and circle Sharpedo as it bites two or three times in a row. Don't take chances early in the game when you have a short Capture Line; that bite hurts!

R-119 Wailmer

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

☐ ☐ ☐

FIELD DATA

LOCATION:	Marine Capture Challenge
BEHAVIOR:	Dives underwater

BATTLE DATA

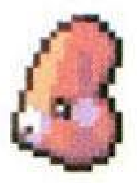
WEAKNESSES:	–
REQUIRED LOOPS:	16
EXP. POINTS:	–
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Eventually

CAPTURE CONDITIONS

If you reveal a Wailmer in the Marine Capture Challenge, provoke the fight only when you're nearly out of time. That way you won't have to worry about the clock as you repeat the slow process of circling Wailmer a few times and then moving your Capture Disc away to dodge its frequent splash attacks.

R-120 Luvdisc

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

☐ ☐ ☐

FIELD DATA

LOCATION:	Marine Capture Challenge
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	2
EXP. POINTS:	–
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Catching the school of Luvdisc that appears after one minute is the easiest way to earn a high score in the Marine Capture Challenge. You may have to battle all five at once, but they can't harm you and are easy to catch; just circle each twice when it leaps out of the water.

R-121 Psyduck

GROUP: Water

POKé ASSIST

Water

FIELD MOVE

FIELD DATA

LOCATION:	Marine Capture Challenge
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	32
EXP. POINTS:	–
ATTACK DAMAGE:	–
ESCAPES BATTLE:	Immediately

CAPTURE CONDITIONS

Psyduck merely lounges on its back on the capture screen, making no attempt to fight back or dodge. But it will always escape after roughly 12 seconds, and that isn't much time to get in 32 loops. Begin immediately and use tight, fast circles since you don't have to worry about any surprises from Psyduck.

R-122 Wingull

GROUP: Water

POKé ASSIST

Water

FIELD MOVE

FIELD DATA

LOCATION:	Fall City harbor
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESS:	Discharge
REQUIRED LOOPS:	3
EXP. POINTS:	20
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Wingull soars quickly around the screen, firing water blasts from time to time. This attack is weak and Wingull uses it only rarely, so don't worry much about avoiding it; instead focus on matching Wingull's movements so you can loop it three times before it flies off the screen.

R-123 Pelipper

GROUP: Water

POKé ASSIST

Water

FIELD MOVE

FIELD DATA

LOCATION:	Marine Capture Challenge
BEHAVIOR:	Ignores hero

BATTLE DATA

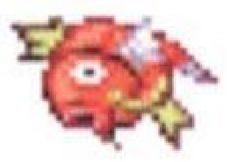
WEAKNESSES:	–
REQUIRED LOOPS:	12
EXP. POINTS:	–
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Pelipper appears in the Marine Capture Challenge only after you've already beaten Cameron's high score. It won't ever give you a long enough lull to get 12 straight loops in, so you'll need to circle it once or twice after each bubble it fires, then pause to dodge the next one.

R-124 Magikarp

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

FIELD DATA

LOCATION:	Olive Jungle
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	3
EXP. POINTS:	5
ATTACK DAMAGE:	–
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Magikarp's helpless flops may break your Capture Line, but they cannot damage your Styler. The Magikarp that you encounter in the Marine Capture Challenge take only one loop to catch, but the ones you'll encounter alongside Gyarados in Olive Jungle require three loops a piece.

R-125 Gyarados

GROUP: Water

POKé ASSIST

Water

FIELD MOVE

FIELD DATA

LOCATION:	Olive Jungle
BEHAVIOR:	Ignores hero

BATTLE DATA

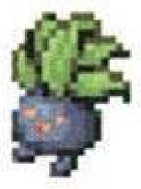
WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	11
EXP. POINTS:	430
ATTACK DAMAGE:	4
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Gyarados won't attack until it sees the Capture Line, so scribble in a corner to provoke it. When the water beam ends, begin circling Gyarados, but prepare to lift the stylus if you see the exclamation point that indicates a second attack.

R-126 Oddish

GROUP: Grass



POKé ASSIST

Grass

FIELD MOVE

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FIELD DATA

LOCATION:	Waterworks
BEHAVIOR:	Runs away

BATTLE DATA

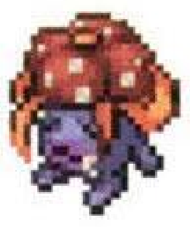
WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	5
EXP. POINTS:	20
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Eventually

CAPTURE CONDITIONS

Oddish moves slowly and attacks rarely, so it should be easy to capture. Wait for it to use its leaf attack, then start circling. You should have plenty of time before the next attack, so try to earn some extra Exp. Points in the process.

R-127 Gloom

GROUP: Grass



POKé ASSIST

Grass

FIELD MOVE

☐ ☐ ☐

FIELD DATA

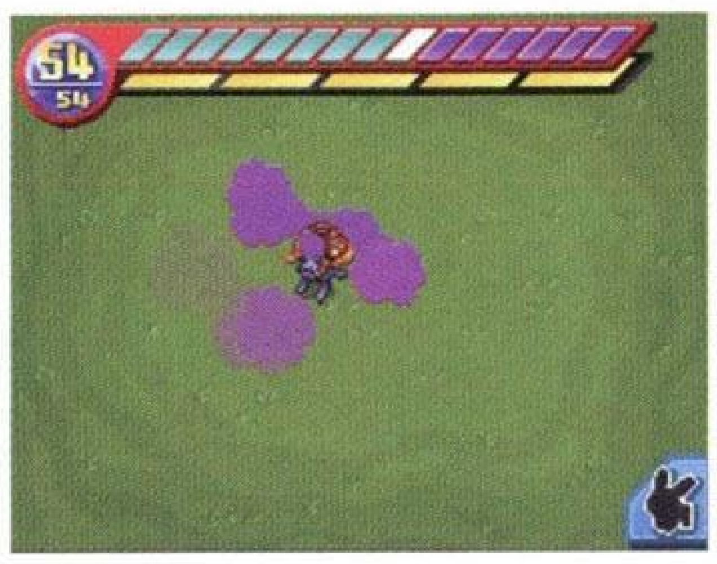
LOCATION:	Olive Jungle (post-ending)
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	8
EXP. POINTS:	34
ATTACK DAMAGE:	2
ESCAPES BATTLE:	After a short time

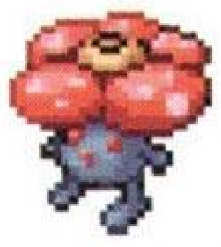
CAPTURE CONDITIONS

You'll need a double-Gust Field Move to reveal the Gloom in the Olive Jungle. Exposing Gloom may require some effort, but catching it won't; just use wide circles that are out of range of its poison clouds, and tighten them up to finish off Gloom.



R-128 Vileplume

GROUP: Grass



POKé ASSIST

Grass

FIELD MOVE

☐ ☐ ☐

FIELD DATA

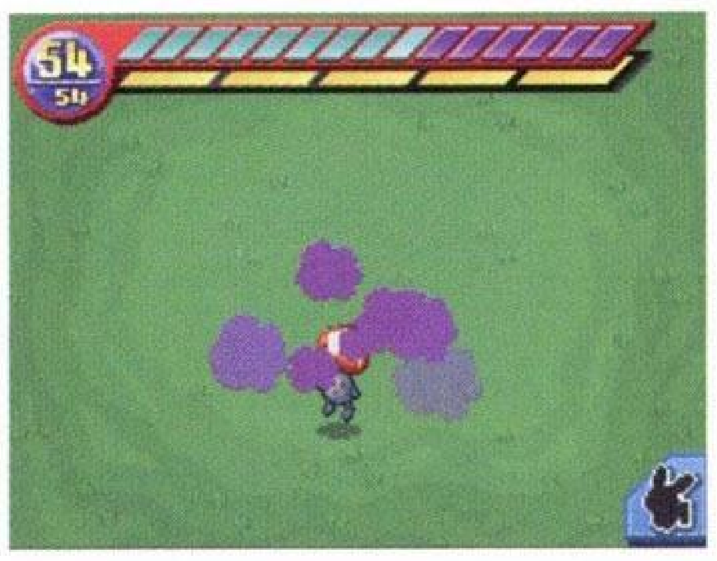
LOCATION:	Sekra Range (post-ending)
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	9
EXP. POINTS:	46
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

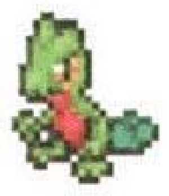
CAPTURE CONDITIONS

It will take a triple-Gust Pokémon like Altaria to reveal the Vileplume atop the Sekra Range. On the capture field, begin circling Vileplume after it uses its poison attack. If the exclamation point appears, widen your loops to work around the toxic clouds.



R-129 Treecko

GROUP: Grass



POKé ASSIST

Grass

FIELD MOVE

☾ ☐ ☐

FIELD DATA

LOCATION:	Olive Jungle
BEHAVIOR:	Chases hero

BATTLE DATA

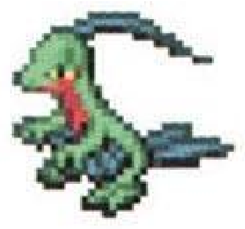
WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	4
EXP. POINTS:	20
ATTACK DAMAGE:	2
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Treecko will start attacking after you begin the first loop, and rarely falls for distractions like distant scribbles. Loop Treecko once, lift your stylus, and wait for the attack. Then follow it up with four quick loops to complete the capture.

R-130 Grovyle

GROUP: Grass



POKé ASSIST

Grass

FIELD MOVE

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FIELD DATA

LOCATION:	Olive Jungle
BEHAVIOR:	Chases hero

BATTLE DATA

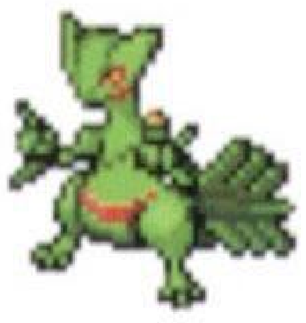
WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	5
EXP. POINTS:	36
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Grovyle's constant erratic hopping makes it difficult to catch, but at least its attack has a short range and is easily dodged if you use wide Capture Line loops. Your partner Pokémon's Poké Assist may have a type disadvantage against Grass-group Grovyle, but even stunning it for a single second could prove significant.

R-131 Sceptile

GROUP: Grass



POKé ASSIST

Grass

FIELD MOVE

🌙 🌙 🌙

FIELD DATA

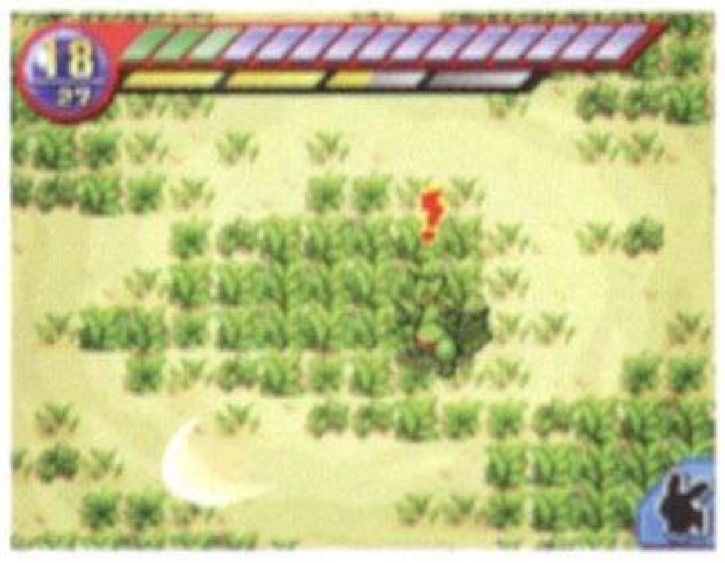
LOCATION:	Jungle Relic
BEHAVIOR:	Knocks hero away

BATTLE DATA

WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	8
EXP. POINTS:	100
ATTACK DAMAGE:	4
ESCAPES BATTLE:	After a short time

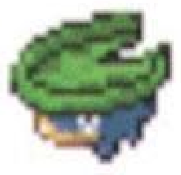
CAPTURE CONDITIONS

You must battle very conservatively when trying to catch a Sceptile, as its frequent attacks deal four points of damage to your Styler. Use wide loops and lift your stylus the second an exclamation point appears!



R-132 Lotad

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

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FIELD DATA

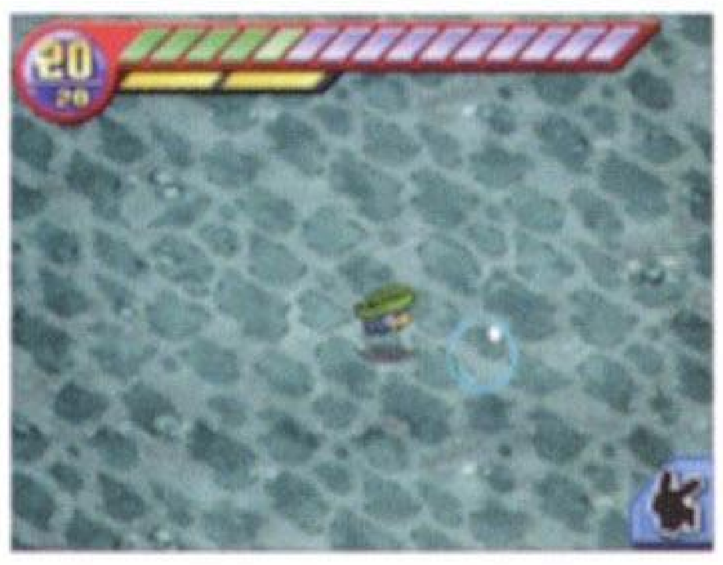
LOCATION:	Olive Jungle
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	3
EXP. POINTS:	16
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

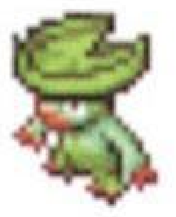
CAPTURE CONDITIONS

Lotad fires water bubbles much more frequently than similar Pokémon do. However, Lotad requires only three loops to catch, so you can snare it between the bubbles.



R-133 Lombre

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

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FIELD DATA

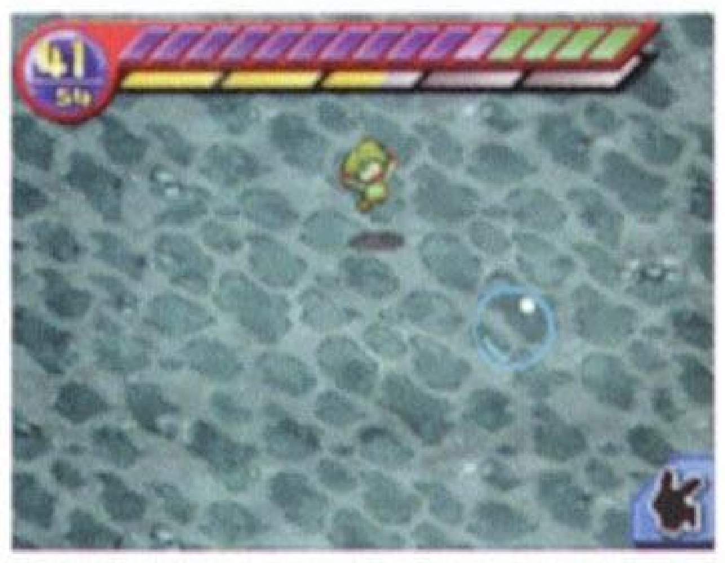
LOCATION:	Olive Jungle
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	6
EXP. POINTS:	23
ATTACK DAMAGE:	2
ESCAPES BATTLE:	After a short time

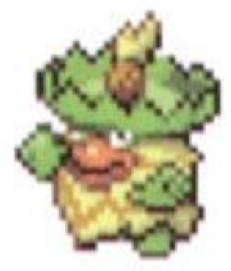
CAPTURE CONDITIONS

Lombre requires twice as many loops as Lotad does, so it can be tricky to capture it between bubble attacks. You can either wait for a gap between attacks or make things much easier by asking Minun or Plusle for help.



R-134 Ludicolo

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

☐ ☐ ☐

FIELD DATA

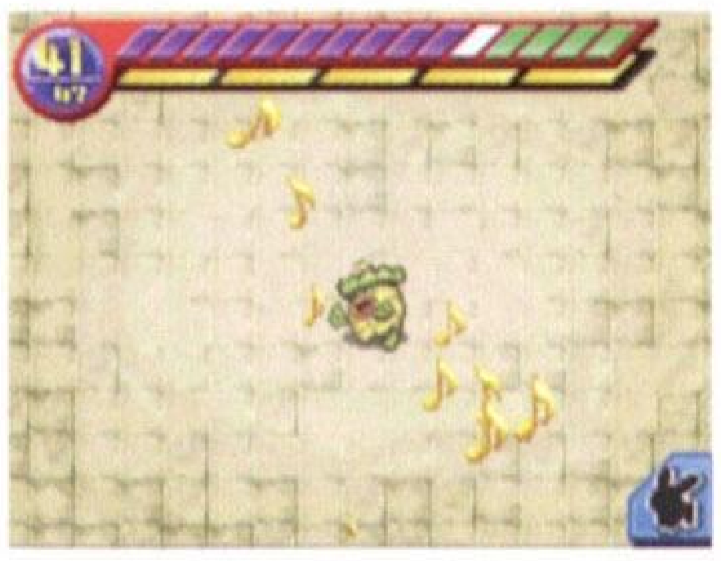
LOCATION:	Fall City
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	8
EXP. POINTS:	26
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

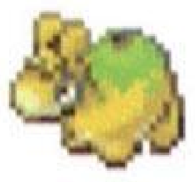
CAPTURE CONDITIONS

You can't do much while Ludicolo is singing its Styler-damaging musical notes, but enough time elapses between the songs to allow you to circle Ludicolo eight times.



R-135 Numel

GROUP: Fire



POKé ASSIST

Fire

FIELD MOVE

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FIELD DATA

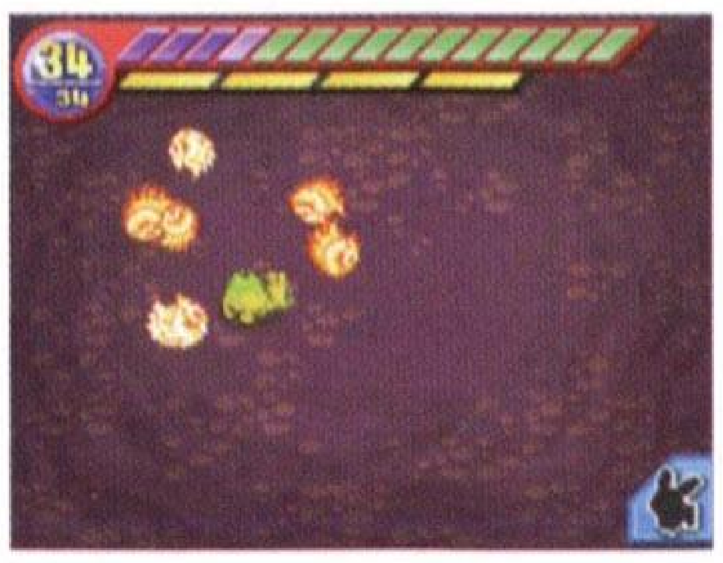
LOCATION:	Jungle Relic
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Ground, Rock, Water
REQUIRED LOOPS:	5
EXP. POINTS:	65
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Wait for Numel's back to erupt, then quickly circle it five times for the capture. If Numel is holding back, create a distraction to provoke the attack.



R-136 Camerupt

GROUP: Fire

POKé ASSIST

Fire

FIELD MOVE

🔥 🔥 🔥

FIELD DATA

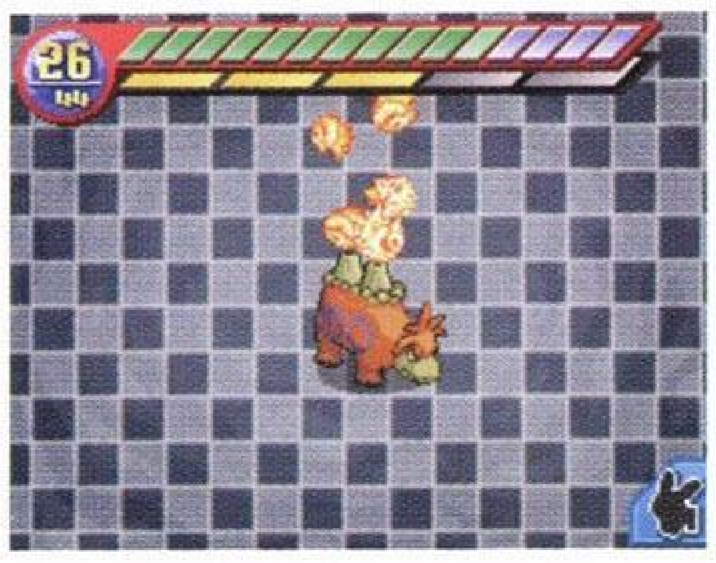
LOCATION:	Krokka Tunnel
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Rock, Ground, Water
REQUIRED LOOPS:	10
EXP. POINTS:	150
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

When you touch the screen, Camerupt will spew volcanic fireballs two to four times—you'll know it's finished attacking when it begins moving. That's your chance to start circling, although it won't be easy to loop Camerupt 10 times before it attacks again. Virtually any Poké Assist can provide the extra second you need.



R-137 Magmar

GROUP: Fire

POKé ASSIST

Fire

FIELD MOVE

🔥 🔥 ☐

FIELD DATA

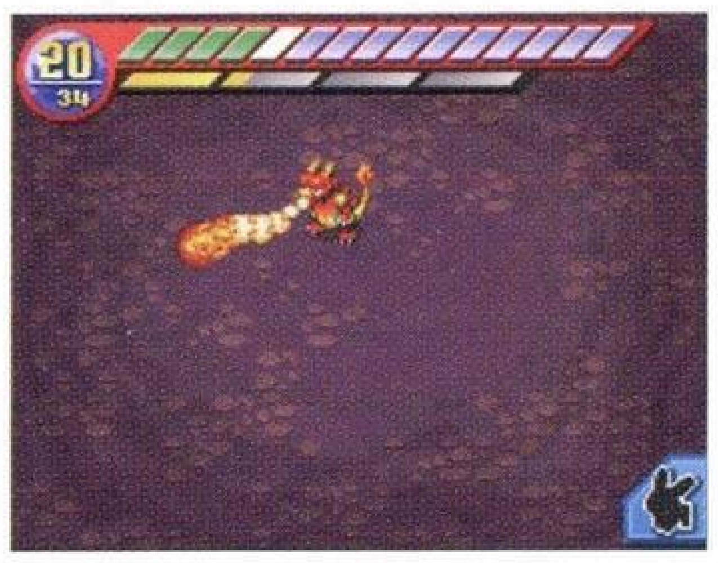
LOCATION:	Jungle Relic
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Rock, Ground, Water
REQUIRED LOOPS:	6
EXP. POINTS:	70
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Magmar's flame breath hurts, but if you're careful you can easily loop around Magmar while it's spewing flames.



R-138 Slugma

GROUP: Fire

POKé ASSIST

Fire

FIELD MOVE

🔥 ☐ ☐

FIELD DATA

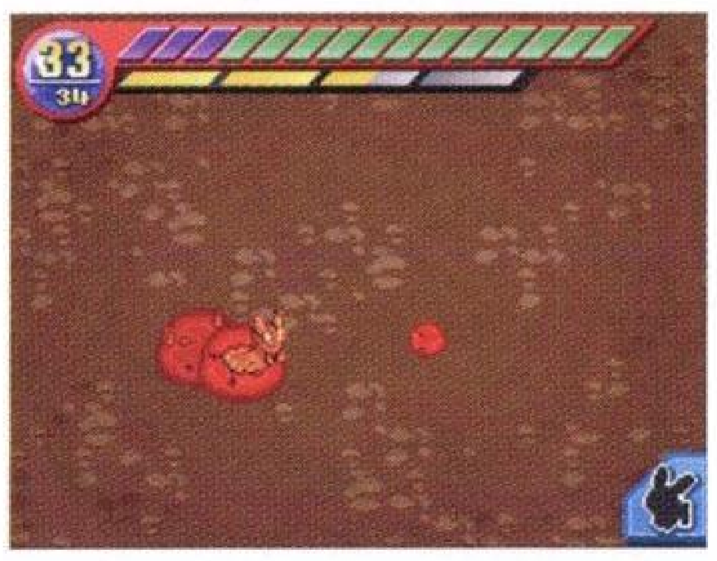
LOCATION:	Jungle Relic
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Rock, Ground, Water
REQUIRED LOOPS:	3
EXP. POINTS:	43
ATTACK DAMAGE:	3 (projectile) / 1 (puddle)
ESCAPES BATTLE:	Never

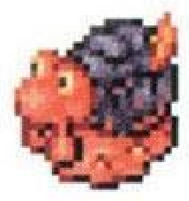
CAPTURE CONDITIONS

Slugma's lava blobs splatter on the ground, and it leaves a similar lava trail as it crawls around the battlefield. When battling Slugma solo, you should be able to loop your Capture Line around Slugma and both types of lava blobs if you maneuver carefully.



R-139 Magcargo

GROUP: Fire



POKé ASSIST

Fire

FIELD MOVE

🔥 🔥 ☐

FIELD DATA

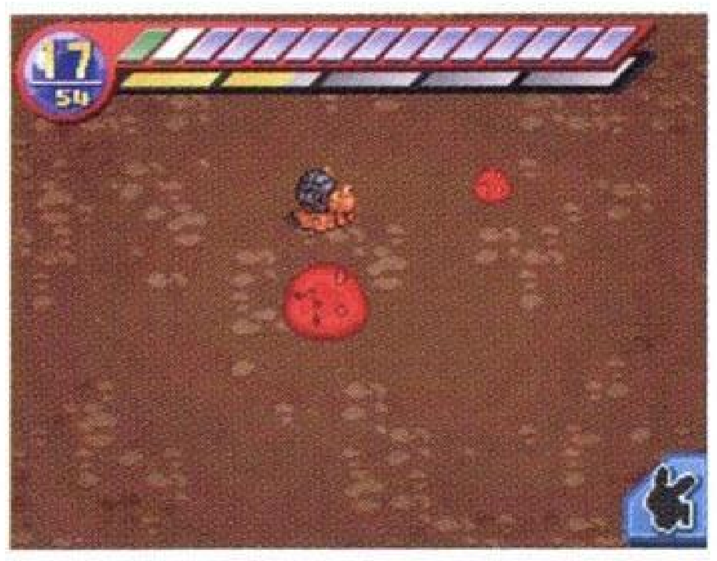
LOCATION:	Jungle Relic
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Rock, Ground, Water
REQUIRED LOOPS:	4
EXP. POINTS:	70
ATTACK DAMAGE:	3 (projectile) / 1 (puddle)
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Magcargo leaves a wider lava trail than Slugma, so you may need to wait until it's moving in circles or doubling back before you're able to make a loop small enough to safely surround Magcargo, its lava trail, and its projectiles.



R-140 Charmander

GROUP: Fire

POKé ASSIST

Fire

FIELD MOVE

🔥 ☐ ☐

FIELD DATA

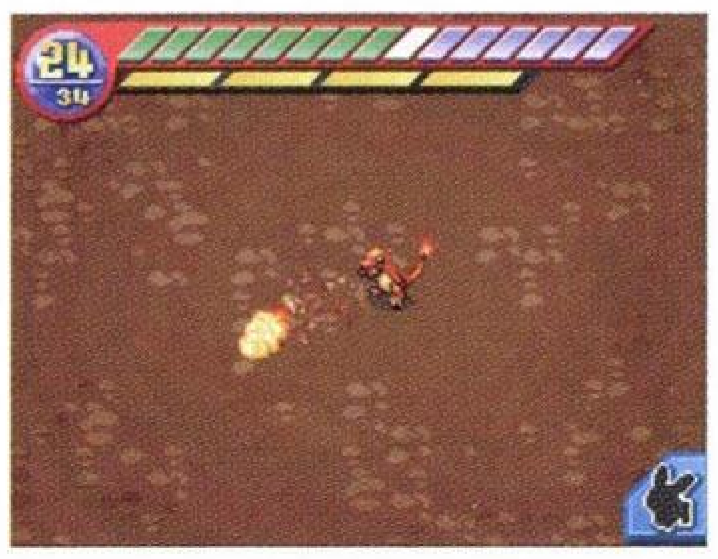
LOCATION:	Jungle Relic
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Rock, Ground, Water
REQUIRED LOOPS:	3
EXP. POINTS:	25
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

You can usually catch Charmander right off the bat, but to be absolutely safe, let it breathe a fireball before you attempt the capture.



R-141 Charmeleon

GROUP: Fire

POKé ASSIST

Fire

FIELD MOVE

🔥 🔥 ☐

FIELD DATA

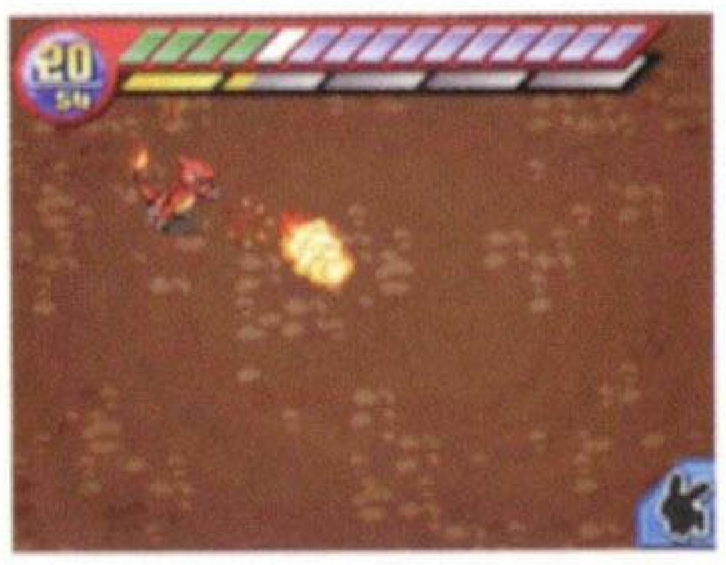
LOCATION:	Jungle Relic (post-ending)
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Rock, Ground, Water
REQUIRED LOOPS:	5
EXP. POINTS:	40
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Eventually

CAPTURE CONDITIONS

You can't catch Charmeleon until the second post-ending special mission (see page 66). At that point, it will be a ridiculously easy capture; provoke an attack and then circle it a mere five times.



R-142 Charizard

GROUP: Fire

POKé ASSIST

Fire

FIELD MOVE

🔥 🔥 🔥

FIELD DATA

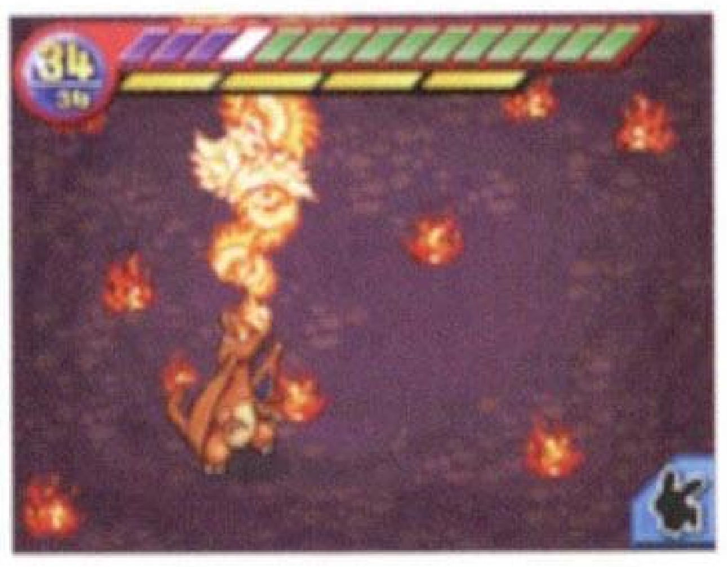
LOCATION:	Jungle Relic
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Rock, Ground, Water
REQUIRED LOOPS:	11 (battle 1) / 16 (battle 2)
EXP. POINTS:	350 (battle 1) / 460 (battle 2)
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Charizard's flame jets leave small fires burning throughout the battlefield, and they'll damage the Styler if you touch them. You'll need to draw your circles around and between the flames—if their placement makes that impossible, wait until Charizard's next flame jet rearranges their positions.



R-143 Torkoal

GROUP: Fire

POKé ASSIST

Fire

FIELD MOVE

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FIELD DATA

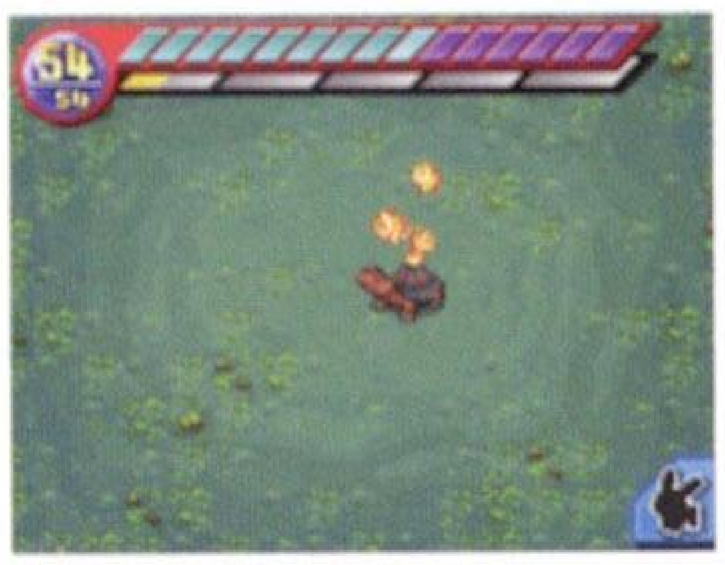
LOCATION:	Krokka Tunnel (post-ending)
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Rock, Ground, Water
REQUIRED LOOPS:	9
EXP. POINTS:	77
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Torkoal appears in Krokka Tunnel after you beat the game. With the experience of catching several Camerupt under your belt, capturing Torkoal should be no problem—circle around it while it erupts; it's an easy win.



R-144 Growlithe

GROUP: Fire

POKé ASSIST

Fire

FIELD MOVE

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FIELD DATA

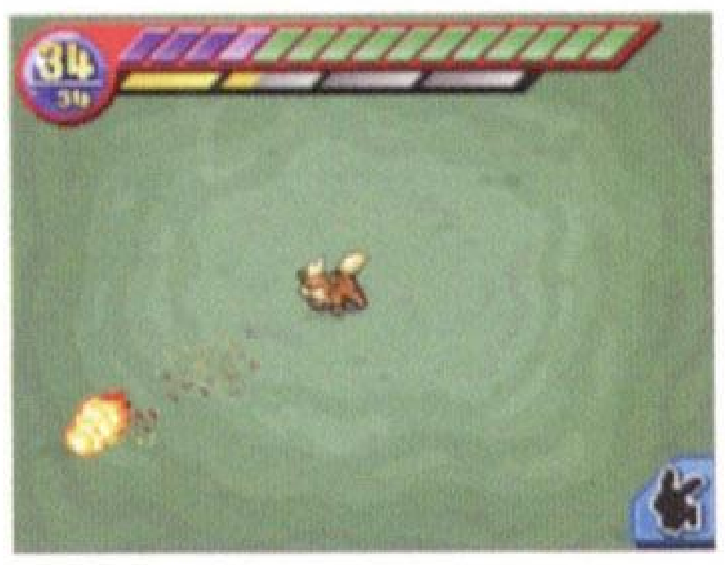
LOCATION:	Dusk Factory
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Rock, Ground, Water
REQUIRED LOOPS:	4
EXP. POINTS:	26
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

You can find Growlithe in the Dusk Factory if you use a Makuhita to push aside the crate that blocks the passage. Wait for Growlithe to fire a flaming blast, then quickly loop it four times before it can fire again.



R-145 Arcanine

GROUP: Fire

POKé ASSIST

Fire

FIELD MOVE

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FIELD DATA

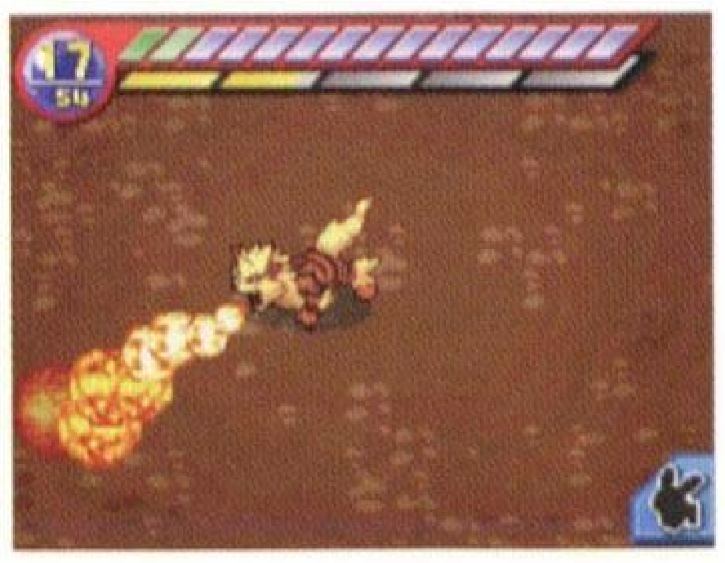
LOCATION:	Grassland Capture Challenge
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Rock, Ground, Water
REQUIRED LOOPS:	7
EXP. POINTS:	140
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Arcanine resides in the second post-ending special mission (see page 66). If you can't catch it after a series of flame breaths, wait until it is near a corner and breathing fire toward the center of the screen, where you can loop both Arcanine and its fire breath safely.



R-146 Electrike

GROUP: Electric

POKé ASSIST

Electric

FIELD MOVE

FIELD DATA

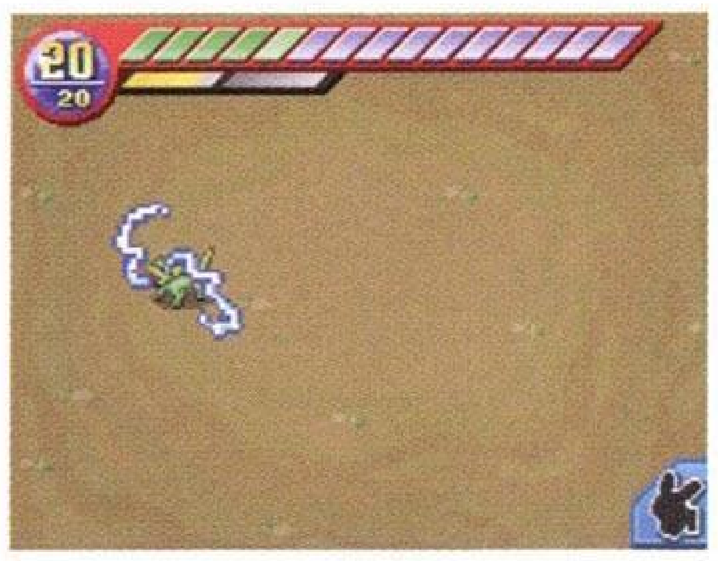
LOCATION:	Olive Jungle
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESS:	Ground
REQUIRED LOOPS:	2
EXP. POINTS:	7
ATTACK DAMAGE:	1
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Wait for Electrike to pause and begin its electric attack, then start circling it for an easy capture. Electrike's Styler-recharging Poké Assist will help you get through some difficult missions.



R-147 Manectric

GROUP: Electric

POKé ASSIST

Electric

FIELD MOVE

FIELD DATA

LOCATION:	Jungle Relic
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESS:	Ground
REQUIRED LOOPS:	3
EXP. POINTS:	12
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Manectric's lighting bolts strike the ground and leave damaging static charges behind. This attack can be very painful, but you should have no problem looping Manectric three times between attacks.

R-148 Heracross

GROUP: Bug

POKé ASSIST

Fighting

FIELD MOVE

FIELD DATA

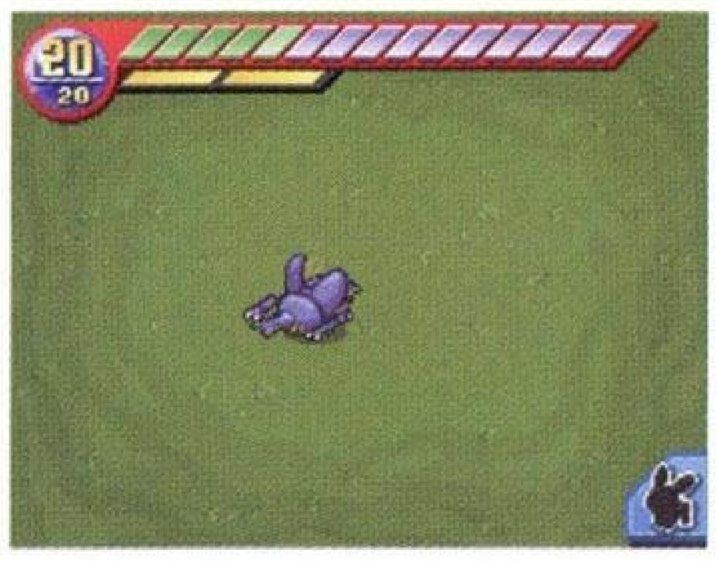
LOCATION:	Olive Jungle
BEHAVIOR:	Knocks hero away

BATTLE DATA

WEAKNESSES:	Flying, Rock, Fire
REQUIRED LOOPS:	8
EXP. POINTS:	48
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Heracross can be tough to capture. Wait for it to get close to one side of the screen, then make some scribbles on the other side to trick it into charging. If it stops short of the edge of the screen, you should have just enough time to loop it eight times before it can attack again.



R-149 Mankey

GROUP: Fighting

POKé ASSIST

Fighting

FIELD MOVE

FIELD DATA

LOCATION:	Olive Jungle
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Flying, Psychic
REQUIRED LOOPS:	5
EXP. POINTS:	20
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Use scribbled distractions to lure Mankey into attacking repeatedly, then loop around it and catch it when it becomes exhausted. You'll know in advance when Mankey will become tired: it will flash red before its attack.

R-150 Primeape

GROUP: Fighting

POKé ASSIST

Fighting

FIELD MOVE

FIELD DATA

LOCATION:	Olive Jungle
BEHAVIOR:	Chases hero

BATTLE DATA

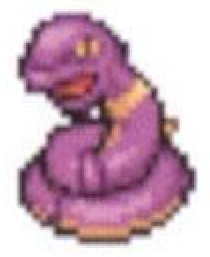
WEAKNESSES:	Flying, Psychic
REQUIRED LOOPS:	10
EXP. POINTS:	40
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Primeape is a much more powerful version of Mankey, with longer range, more required loops, and attacks that do triple the damage if they connect with your Capture Line. Always exhaust it before you attempt a capture.

R-151 Ekans

GROUP: Poison



POKé ASSIST

Poison

FIELD MOVE

FIELD DATA

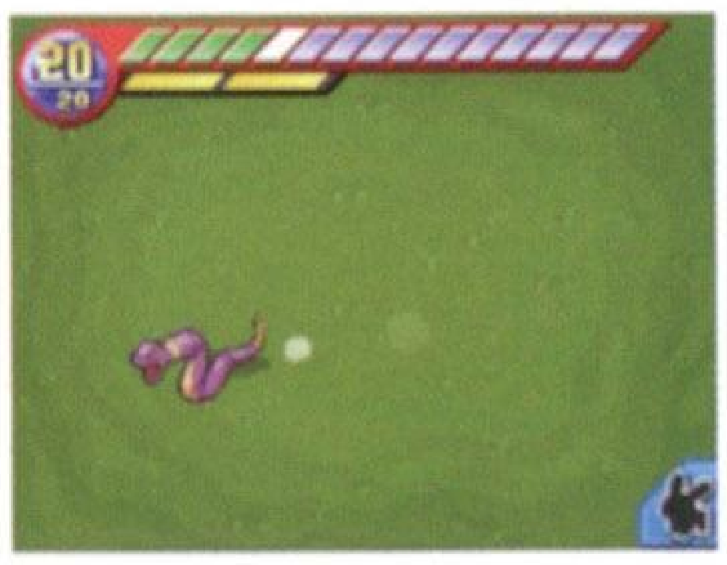
LOCATION:	Olive Jungle
BEHAVIOR:	Chases hero away

BATTLE DATA

WEAKNESSES:	Ground, Psychic
REQUIRED LOOPS:	5
EXP. POINTS:	28
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

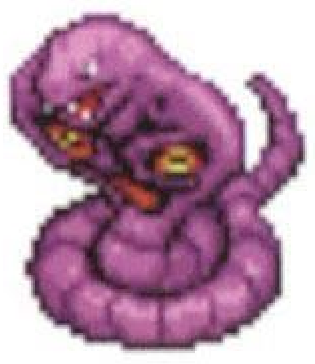
CAPTURE CONDITIONS

Ekans fires blobs of poison that splatter on the ground, creating Styler-damaging pools. Ekans can also directly charge your line. Start circling after Ekans spits its venom, and use wide loops that will give you space to avoid its tackle.



R-152 Arbok

GROUP: Poison



POKé ASSIST

Poison

FIELD MOVE

FIELD DATA

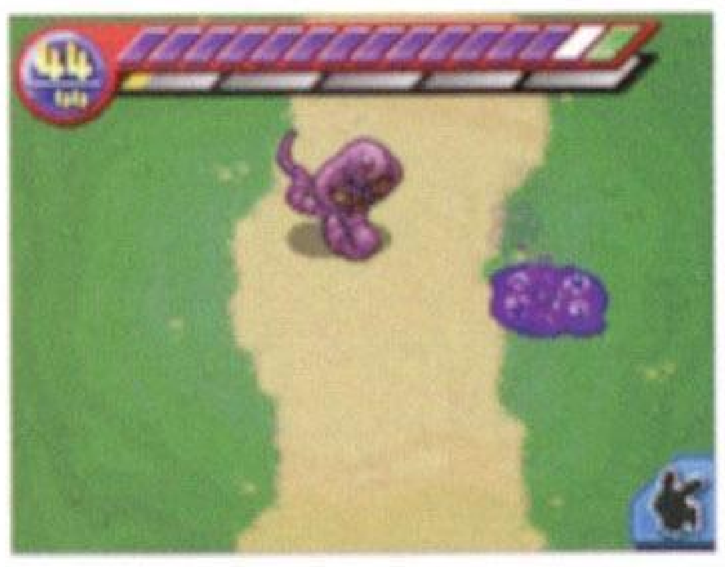
LOCATION:	Sekra Range
BEHAVIOR:	Chases hero away

BATTLE DATA

WEAKNESSES:	Ground, Psychic
REQUIRED LOOPS:	6
EXP. POINTS:	64
ATTACK DAMAGE:	3 (projectile) / 1 (puddle)
ESCAPES BATTLE:	Never

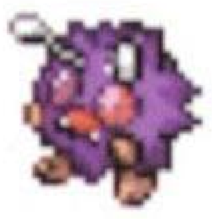
CAPTURE CONDITIONS

Arbok's poisoning is much more damaging than Ekans's, and its larger size makes it harder to catch. Begin circling it as soon as the poison leaves its mouth, but be prepared for Arbok to turn and move rapidly in the opposite direction.



R-153 Venonat

GROUP: Bug



POKé ASSIST

Poison

FIELD MOVE

FIELD DATA

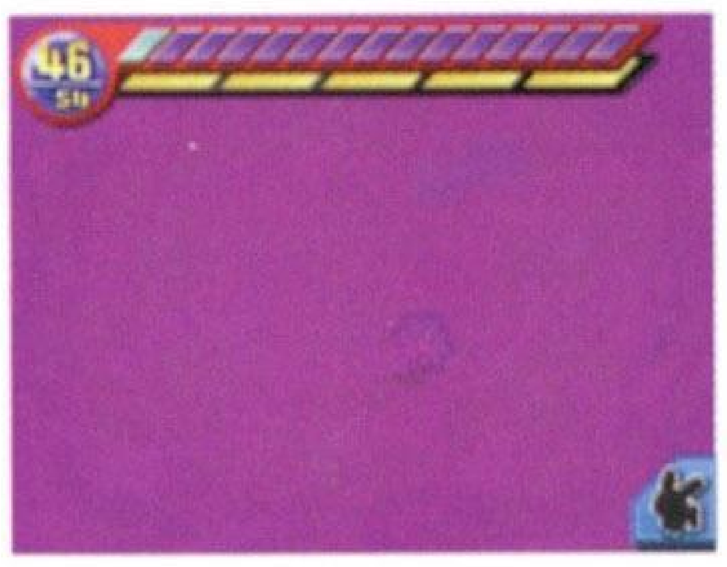
LOCATION:	Fall City
BEHAVIOR:	Chases hero away

BATTLE DATA

WEAKNESSES:	Flying, Rock, Fire
REQUIRED LOOPS:	3
EXP. POINTS:	35
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

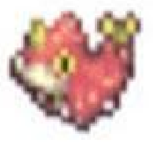
CAPTURE CONDITIONS

Venonat will attempt to conceal itself with a cloud of purple poison, then hop around wildly to bash through your Capture Line. Wait for the poison cloud to fade a bit, then circle Venonat with wide loops, changing the center constantly to match Venonat's rapid movements.



R-154 Wurmple

GROUP: Bug



POKé ASSIST

Bug

FIELD MOVE

FIELD DATA

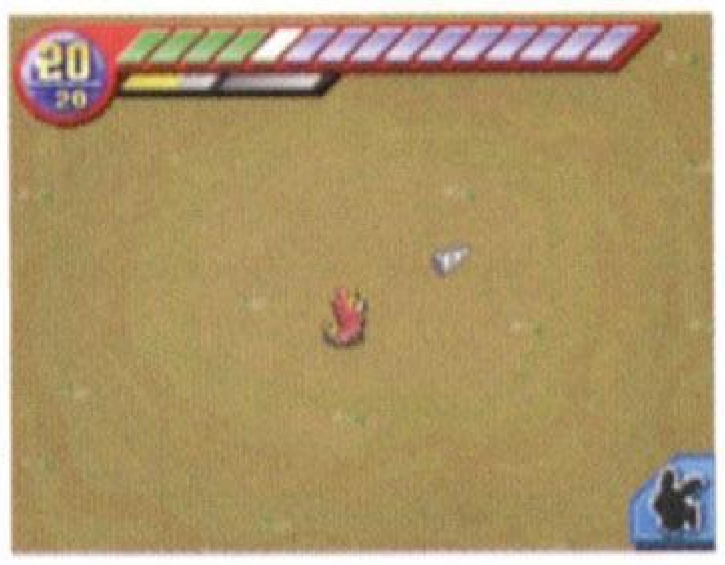
LOCATION:	Olive Jungle
BEHAVIOR:	Chases hero away

BATTLE DATA

WEAKNESSES:	Flying, Rock, Fire
REQUIRED LOOPS:	3
EXP. POINTS:	11
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

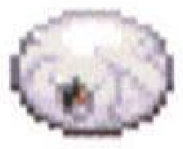
CAPTURE CONDITIONS

Wurmple will fire off a poisonous needle a few seconds into the battle. This attack takes a while to recharge, so you should have ample time in its aftermath to complete the three required loops.



R-155 Silcoon

GROUP: Bug



POKé ASSIST

Bug

FIELD MOVE

FIELD DATA

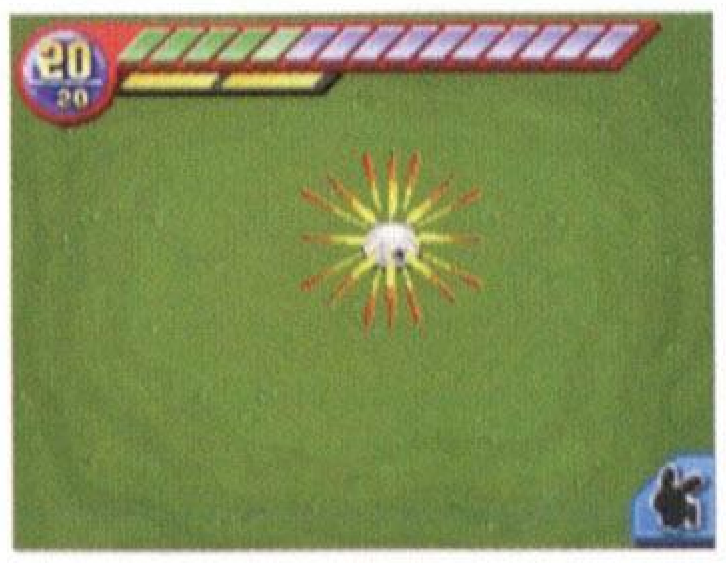
LOCATION:	Olive Jungle
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Flying, Rock, Fire
REQUIRED LOOPS:	8
EXP. POINTS:	20
ATTACK DAMAGE:	–
ESCAPES BATTLE:	Eventually

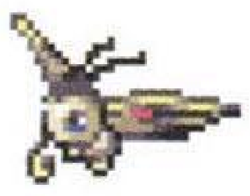
CAPTURE CONDITIONS

Use a Pokémon that has the Tackle Field Move to knock Silcoon out of the trees in Olive Jungle. In combat, Silcoon's only move is defensive. When Silcoon flashes you won't be able to complete a loop around it, so time your circles accordingly.



R-156 Beautifly

GROUP: Bug



POKé ASSIST

Flying

FIELD MOVE

FIELD DATA

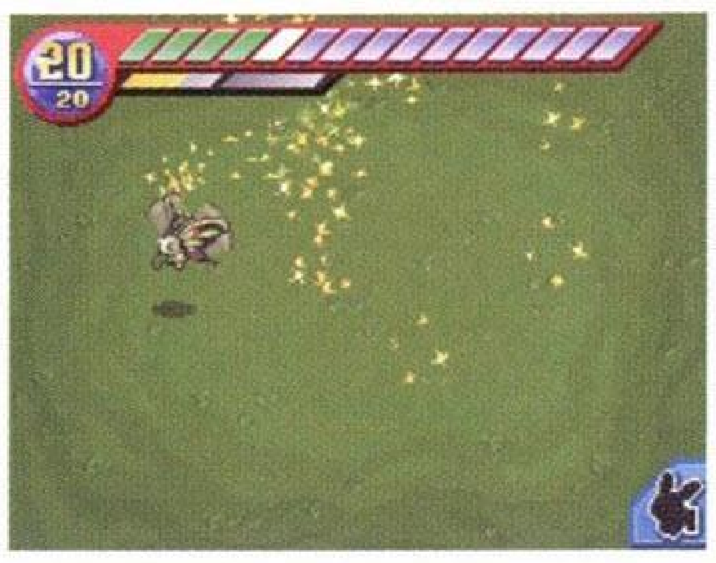
LOCATION:	Olive Jungle
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Flying, Rock, Fire
REQUIRED LOOPS:	7
EXP. POINTS:	45
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

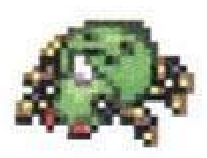
CAPTURE CONDITIONS

Beautifly creates clouds of shimmering pollen when it attacks, and you'll need to wait for the pollen to dissipate before you can begin circling the Pokémon. You may have to wait a while, since Beautifly has a habit of flying off of the capture screen.



R-157 Spinarak

GROUP: Bug



POKé ASSIST

Bug

FIELD MOVE

FIELD DATA

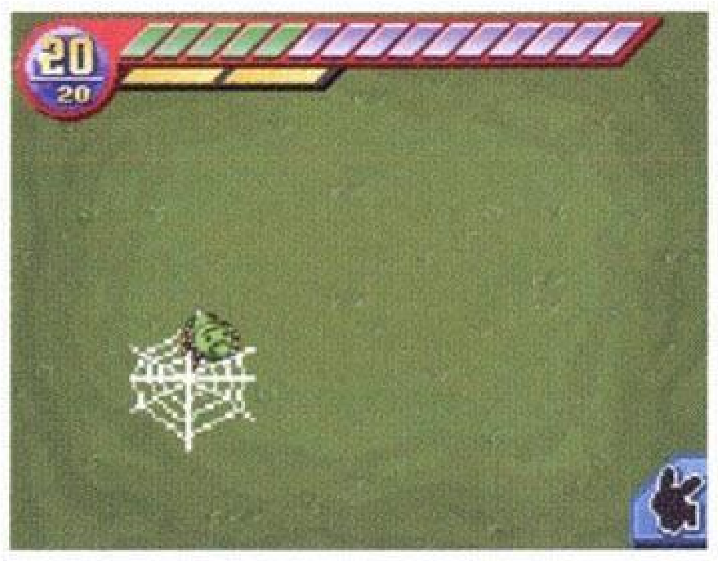
LOCATION:	Olive Jungle
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Flying, Rock, Fire
REQUIRED LOOPS:	3
EXP. POINTS:	18
ATTACK DAMAGE:	2 (projectile) / 1 (web)
ESCAPES BATTLE:	Never

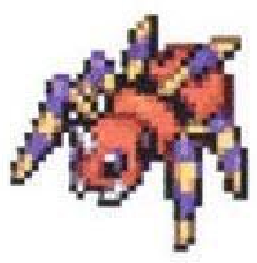
CAPTURE CONDITIONS

Spinarak fires blobs of webbing in an upward arc. Circle Spinarak with wide loops that leave ample room for the webbing once it splatters onto the ground.



R-158 Ariados

GROUP: Bug



POKé ASSIST

Bug

FIELD MOVE

FIELD DATA

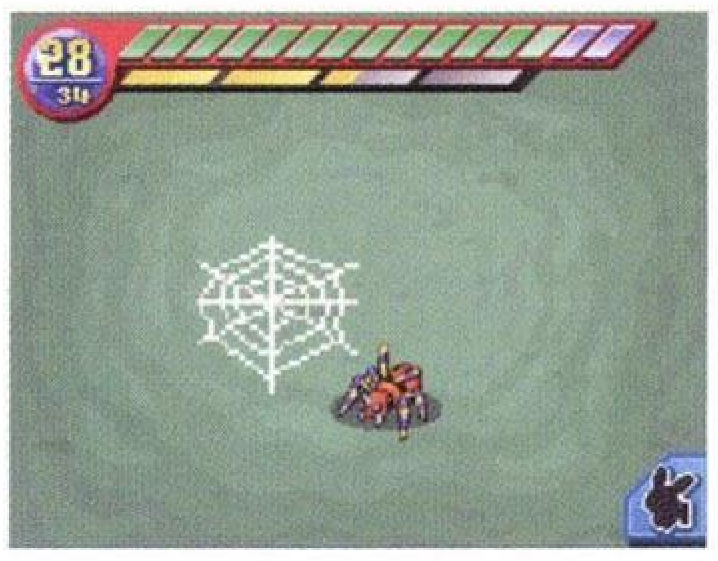
LOCATION:	Olive Jungle
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Flying, Rock, Fire
REQUIRED LOOPS:	6
EXP. POINTS:	40
ATTACK DAMAGE:	3 (projectile) / 1 (web)
ESCAPES BATTLE:	Never

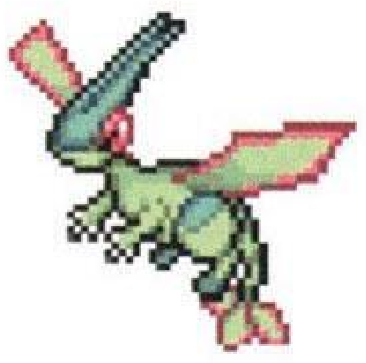
CAPTURE CONDITIONS

Ariados skitters around the capture field, firing Styler-damaging webs that linger briefly on the ground. Begin circling Ariados immediately after the attack (taking care not to touch the web as it spreads) and follow Ariados with your Capture Line when it resumes moving.



R-159 Flygon

GROUP: Dragon



POKé ASSIST

Ground

FIELD MOVE

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FIELD DATA

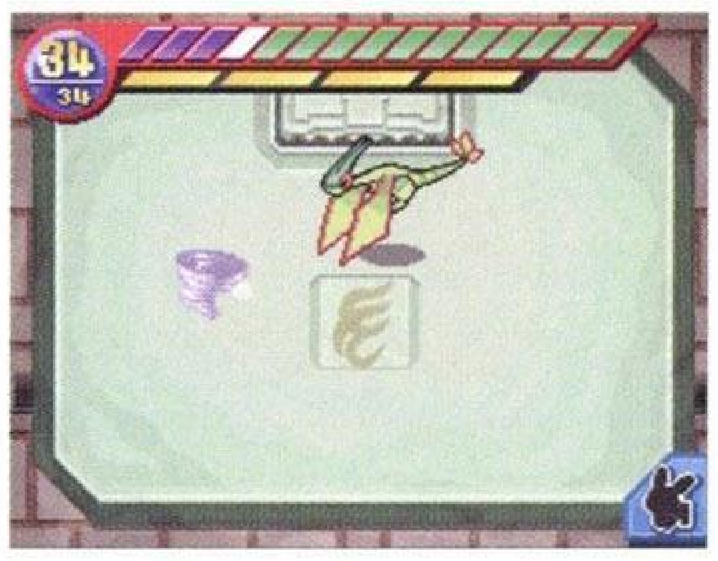
LOCATION:	Jungle Relic
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	6
EXP. POINTS:	350
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

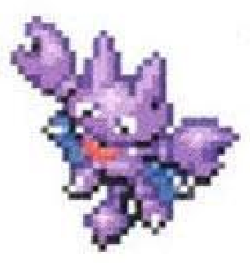
CAPTURE CONDITIONS

You need to circle Flygon only six times, but its rapid movements and quick double-whirlwind attacks make that difficult. Attempt the capture after each of Flygon's attacks, but prepare to abort when the exclamation point pops up. Keep trying, and eventually Flygon will pause long enough to be captured.



R-160 Gligar

GROUP: Ground



POKé ASSIST

Ground

FIELD MOVE

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FIELD DATA

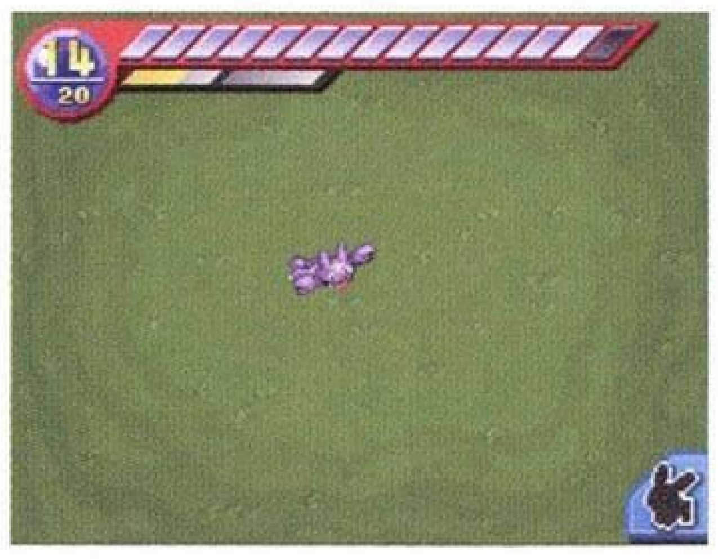
LOCATION:	Olive Jungle
BEHAVIOR:	Knocks hero away

BATTLE DATA

WEAKNESS:	Water
REQUIRED LOOPS:	5
EXP. POINTS:	35
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

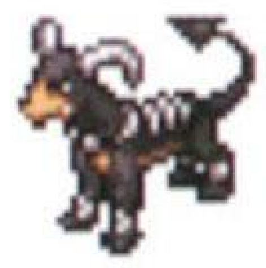
CAPTURE CONDITIONS

Gligar's dive has a very long range, so wait until Gligar is in a corner of the screen before you provoke it into attacking. If it starts in a corner, its dive should end near the middle of the field, where you can loop around it without your Capture Line hitting the edge of the screen.



R-161 Houndoom

GROUP: Dark



POKé ASSIST

Dark

FIELD MOVE

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FIELD DATA

LOCATION:	Jungle Relic
BEHAVIOR:	Chases hero

BATTLE DATA

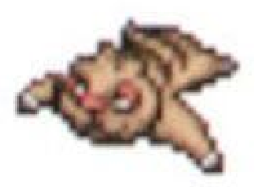
WEAKNESSES:	Fighting, Bug
REQUIRED LOOPS:	6
EXP. POINTS:	60
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Houndoom spits deadly fireballs at regular intervals, so you'll need to act quickly in the interval between attacks. Start circling as soon as the fireball leaves its snout—you should have just enough time to complete six circles.

R-162 Slakoth

GROUP: Normal



POKé ASSIST

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FIELD MOVE

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FIELD DATA

LOCATION:	Olive Jungle
BEHAVIOR:	Ignores hero

BATTLE DATA

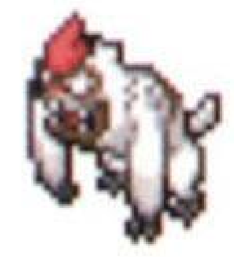
WEAKNESS:	Fighting
REQUIRED LOOPS:	6
EXP. POINTS:	30
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Use a Phanpy's Tackle Field Move to shake a tree in Olive Jungle—a Slakoth might come tumbling down. Circle the Slakoth once to lure out its force-beam attack, lift your stylus so it won't hit your Capture Line, then finish off Slakoth with six more loops.

R-163 Vigoroth

GROUP: Normal



POKé ASSIST

–

FIELD MOVE

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FIELD DATA

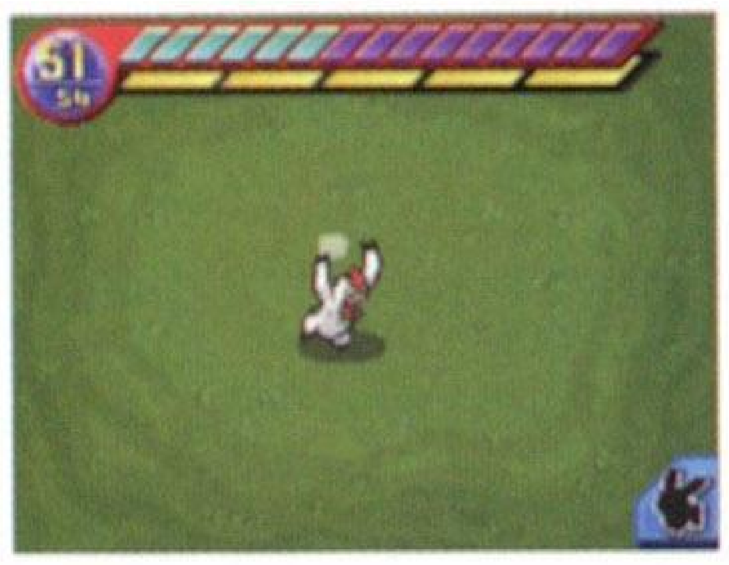
LOCATION:	Go-Rock Hideout
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESS:	Fighting
REQUIRED LOOPS:	12
EXP. POINTS:	50
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

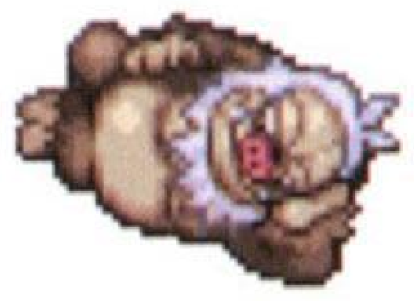
CAPTURE CONDITIONS

Vigoroth circles the capture field energetically, striking at the Capture Line whenever it sees it. Lure it into tackling and missing, then begin circling it. With 12 required loops, you may need to follow it as it resumes moving, but you should have enough time to catch it before it can tackle again.



R-164 Slaking

GROUP: Normal



POKé ASSIST

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FIELD MOVE

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FIELD DATA

LOCATION:	Jungle Relic
BEHAVIOR:	Ignores hero

BATTLE DATA

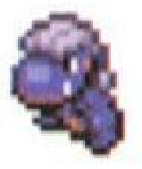
WEAKNESS:	Fighting
REQUIRED LOOPS:	17
EXP. POINTS:	200
ATTACK DAMAGE:	4
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

It takes time to complete Slaking's 17 required loops, so avoid lifting your stylus to dodge its attacks. Instead, widen your loops so they go around the boulders that Slaking knocks out of the ground, and tighten the loops afterward to resume reducing the remaining-loop count.

R-165 Bagon

GROUP: Dragon



POKé ASSIST

–

FIELD MOVE

☘ ☐ ☐

FIELD DATA

LOCATION:	Jungle Relic
BEHAVIOR:	Knocks hero away

BATTLE DATA

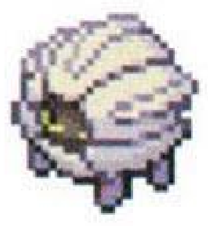
WEAKNESSES:	–
REQUIRED LOOPS:	5
EXP. POINTS:	28
ATTACK DAMAGE:	1
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Bagon's only attack is a head butt that can deal minor damage to your Styler. Scribble in a corner to lure Bagon into attacking, then capture it while it recovers from its missed attack.

R-166 Shelgon

GROUP: Dragon



POKé ASSIST

–

FIELD MOVE

▨ ▨ ☐

FIELD DATA

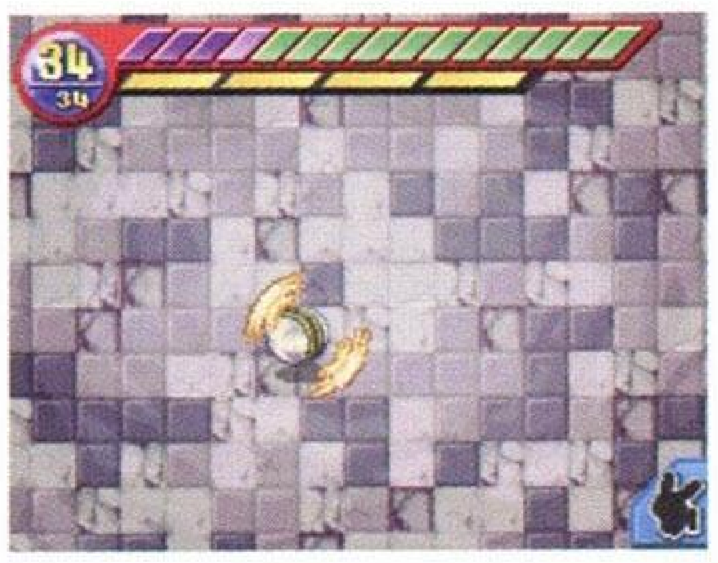
LOCATION:	Jungle Relic
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESS:	Ice
REQUIRED LOOPS:	6
EXP. POINTS:	46
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

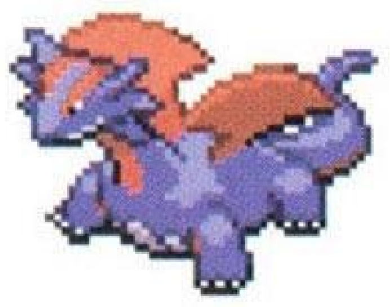
CAPTURE CONDITIONS

Wait for Shelgon's frantic, Capture Line-smashing spins to cease, then loop it six times for a fairly easy victory.



R-167 Salamence

GROUP: Dragon



POKé ASSIST

Flying

FIELD MOVE

▨ ▨ ▨

FIELD DATA

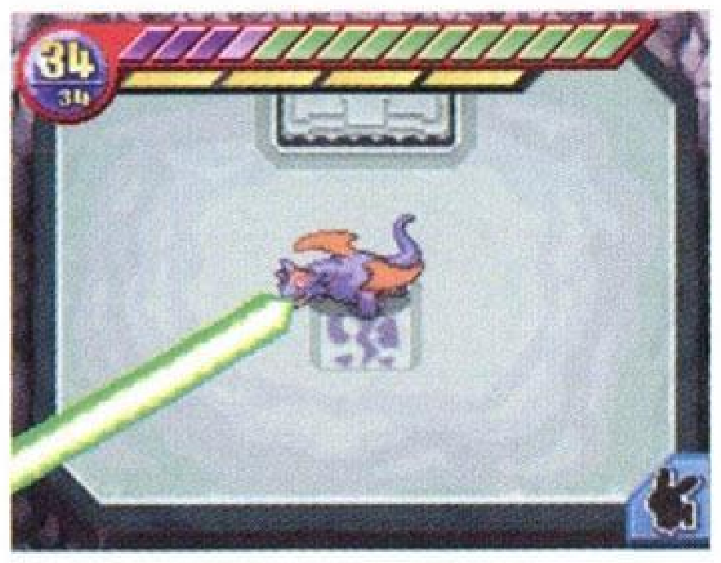
LOCATION:	Jungle Relic
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	22
EXP. POINTS:	350
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

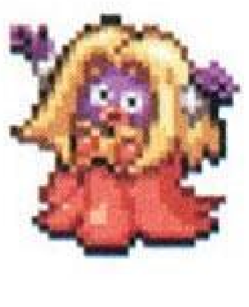
CAPTURE CONDITIONS

Salamence is a tough capture. Loop it once (but only once!) on the ground, then lift your stylus to make Salamence take to the sky. You can then try to capture it in the air, but if it jumps off the screen, pull your stylus away before the impact can hurt your Styler. Then loop it once more on the ground to send it skyward again.



R-168 Jynx

GROUP: Psychic



POKé ASSIST

Psychic

FIELD MOVE

☐ ☐ ☐

FIELD DATA

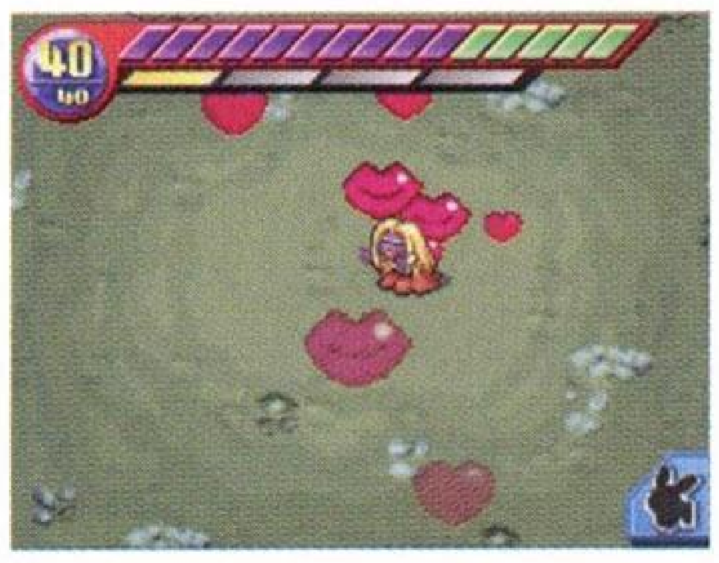
LOCATION:	Panula Cave
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Bug, Ghost
REQUIRED LOOPS:	9
EXP. POINTS:	68
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

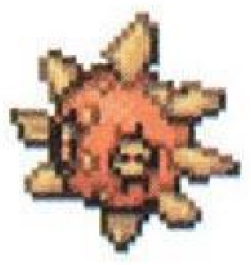
CAPTURE CONDITIONS

Don't jump the gun when trying to capture Jynx, as its projectile kisses can split into two kisses. Wait until the last kiss fades, then start circling; you should have enough time to capture Jynx before it can start shooting kisses again.



R-169 Solrock

GROUP: Rock



POKé ASSIST

Psychic

FIELD MOVE

☐ ☐ ☐

FIELD DATA

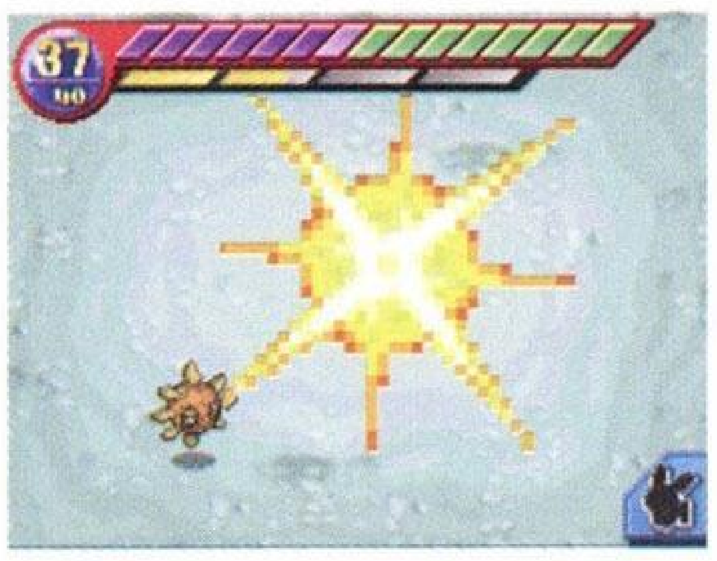
LOCATION:	Panula Cave
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Fighting, Water
REQUIRED LOOPS:	6
EXP. POINTS:	30
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

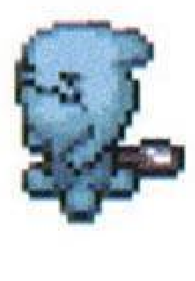
CAPTURE CONDITIONS

Solrock's sunburst attack covers the entire screen, so there's no way to loop around it. You'll need to wait for it to fade, then act very quickly to get six loops in.



R-170 Wobbuffet

GROUP: Psychic



POKé ASSIST

Psychic

FIELD MOVE

☐ ☐ ☐

FIELD DATA

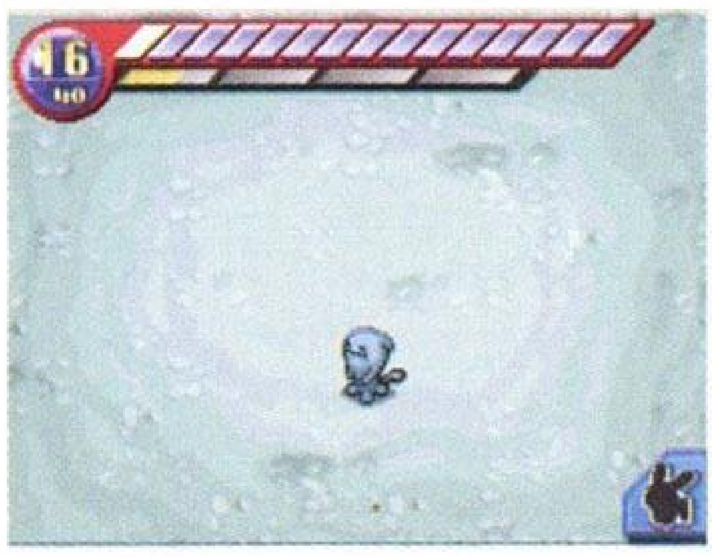
LOCATION:	Panula Cave
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Bug, Ghost
REQUIRED LOOPS:	8
EXP. POINTS:	55
ATTACK DAMAGE:	–
ESCAPES BATTLE:	After a short time

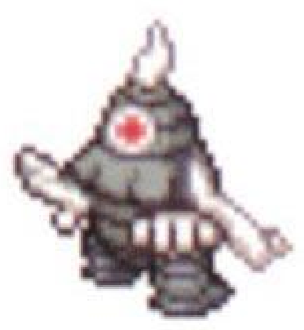
CAPTURE CONDITIONS

Wobbuffet does not attack and cannot damage your Styler. It grows as you capture it, but anyone with a steady hand can compensate easily by widening their loops.



R-171 Dusclops

GROUP: Ghost



POKé ASSIST

Ghost

FIELD MOVE

☐ ☐ ☐

FIELD DATA

LOCATION:	Panula Cave
BEHAVIOR:	Chases hero

BATTLE DATA

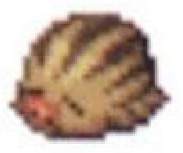
WEAKNESS:	Ghost
REQUIRED LOOPS:	9
EXP. POINTS:	70
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Dusclops is difficult to capture without assistance. You can get in several loops after each attack, but it attacks so regularly that you will then need to move your Capture Disc away and wait out a blast or two. Using your partner Pokémon to stun Dusclops will make the capture much easier.

R-172 Swinub

GROUP: Ground



POKé ASSIST

Ice

FIELD MOVE

▨ ☐ ☐

FIELD DATA

LOCATION:	Panula Cave
BEHAVIOR:	Knocks hero away

BATTLE DATA

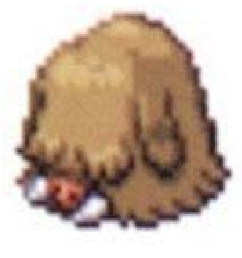
WEAKNESSES:	Water, Grass, Ice
REQUIRED LOOPS:	5
EXP. POINTS:	25
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

For an easy victory, scribble in a corner to trick the Swinub into charging, then circle it after it misses.

R-173 Piloswine

GROUP: Ground



POKé ASSIST

Ice

FIELD MOVE

▨ ▨ ▨

FIELD DATA

LOCATION:	Panula Cave
BEHAVIOR:	Knocks hero away

BATTLE DATA

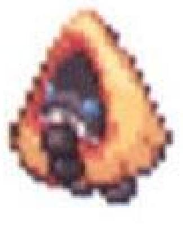
WEAKNESSES:	Water, Grass, Ice
REQUIRED LOOPS:	7
EXP. POINTS:	70
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Piloswine is only slightly tougher than Swinub, and you can use the same technique to beat it. Lure it into charging, then circle it when it misses the mark.

R-174 Snorunt

GROUP: Ice



POKé ASSIST

Ice

FIELD MOVE

▨ ☐ ☐

FIELD DATA

LOCATION:	Panula Cave
BEHAVIOR:	Chases hero

BATTLE DATA

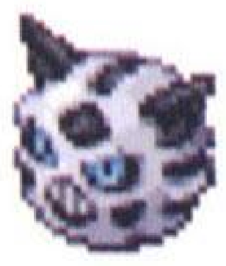
WEAKNESSES:	Fighting, Rock, Fire
REQUIRED LOOPS:	6
EXP. POINTS:	25
ATTACK DAMAGE:	2
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Usually Snorunt doesn't attack until you make a failed capture attempt. That gives you a free crack at it, so take your time and use wide loops it can't blunder into.

R-175 Glalie

GROUP: Ice



POKé ASSIST

Ice

FIELD MOVE

☐ ☐ ☐

FIELD DATA

LOCATION:	Panula Cave
BEHAVIOR:	Chases hero

BATTLE DATA

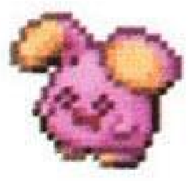
WEAKNESSES:	Fighting, Rock, Fire
REQUIRED LOOPS:	9
EXP. POINTS:	65
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Glalie's ice beam is powerful, and Glalie unleashes it frequently. You have barely enough time to get nine loops in between blasts, so don't get greedy and go for bonus points unless you're using a Poké Assist.

R-176 Whismur

GROUP: Normal



POKé ASSIST

–

FIELD MOVE

FIELD DATA

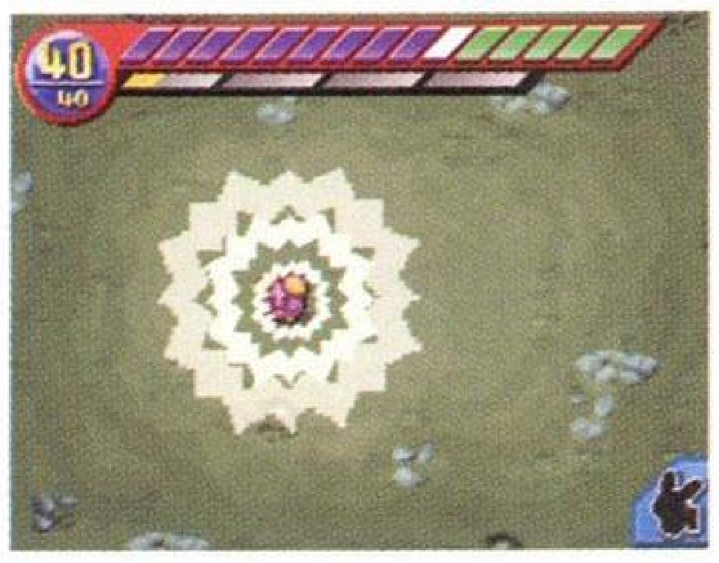
LOCATION:	Panula Cave
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESS:	Fighting
REQUIRED LOOPS:	4
EXP. POINTS:	25
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

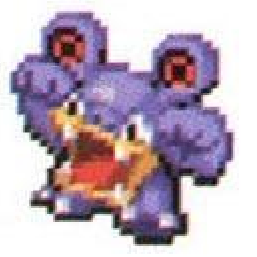
CAPTURE CONDITIONS

Whismur attacks with a loud scream, but usually won't unleash it until you touch it with your stylus. If you can't catch it right off the bat, you'll have another chance after the scream.



R-177 Loudred

GROUP: Normal



POKé ASSIST

–

FIELD MOVE

FIELD DATA

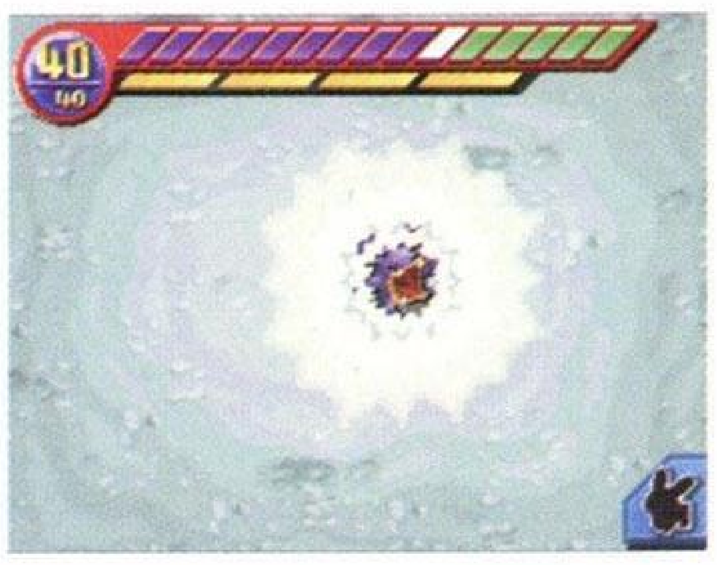
LOCATION:	Panula Cave
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESS:	Fighting
REQUIRED LOOPS:	7
EXP. POINTS:	50
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

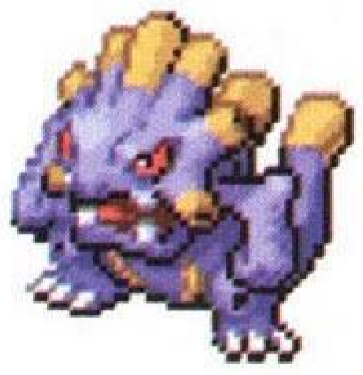
CAPTURE CONDITIONS

Wait for Loudred's long scream to cease, then begin circling it with the Capture Line. If it begins to scream again, circle it with wider loops until the attack ends.



R-178 Exploud

GROUP: Normal



POKé ASSIST

–

FIELD MOVE

FIELD DATA

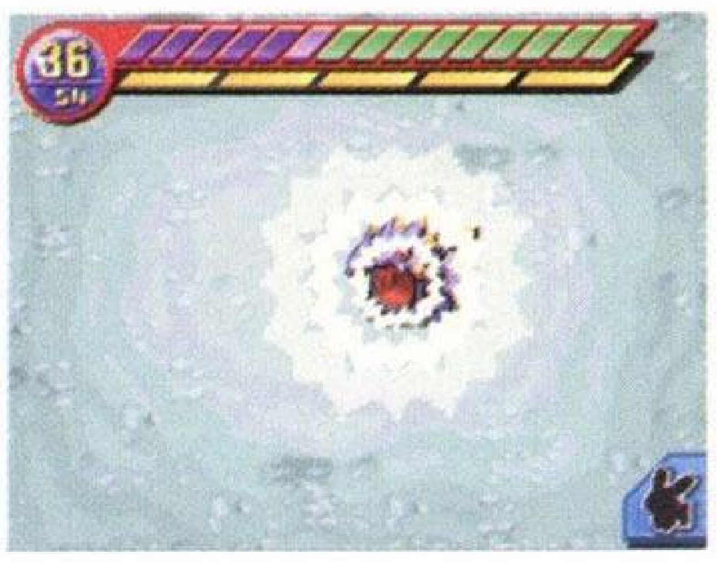
LOCATION:	Panula Cave (post-ending)
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESS:	Fighting
REQUIRED LOOPS:	14
EXP. POINTS:	86
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

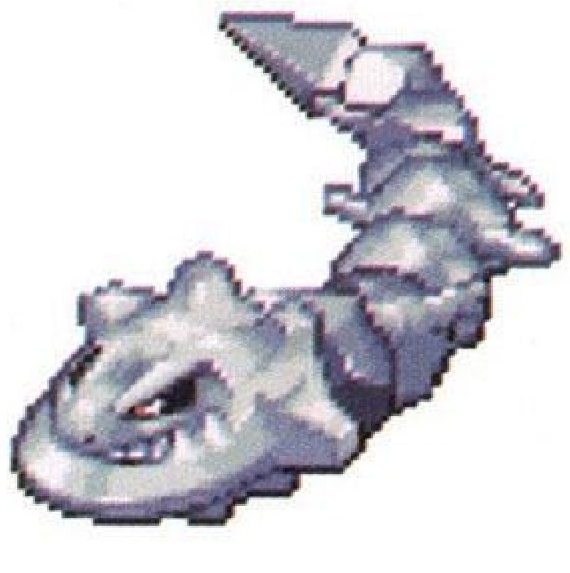
CAPTURE CONDITIONS

You can find Exploud in Panula Cave after beating the game. As with its lesser evolutions, you can circle it with wide loops even during its screams, provided it isn't standing near the edge of the screen.



R-179 Steelix

GROUP: Steel



POKé ASSIST

Ground

FIELD MOVE

FIELD DATA

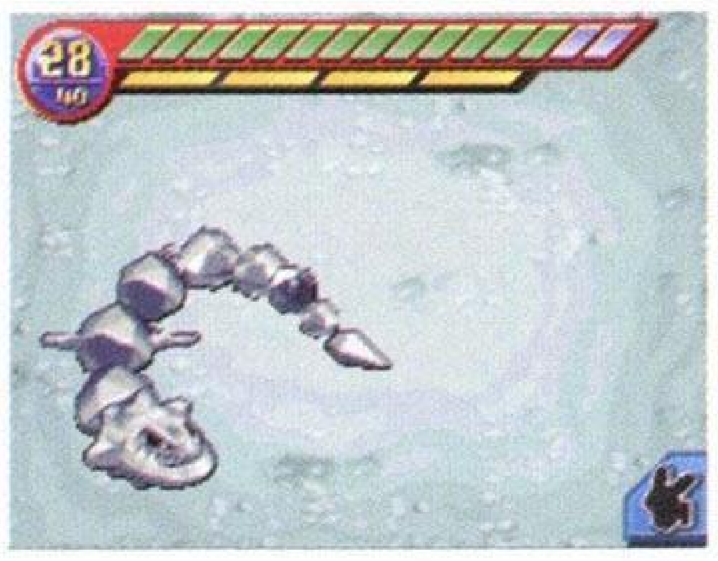
LOCATION:	Panula Cave
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Fighting, Ground, Fire
REQUIRED LOOPS:	10
EXP. POINTS:	520
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

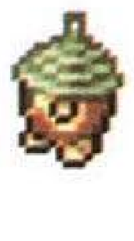
CAPTURE CONDITIONS

Simply touching Steelix will deal three points of damage to your Styler, and Steelix is so large that it's hard to avoid. Your partner's Poké Assist is effective, but don't use it until Steelix has crawled off-screen and is reemerging. If you activate it when Steelix is still halfway off the screen you'll catch its body in the center.



R-180 Seedot

GROUP: Grass



POKé ASSIST

Grass

FIELD MOVE

FIELD DATA

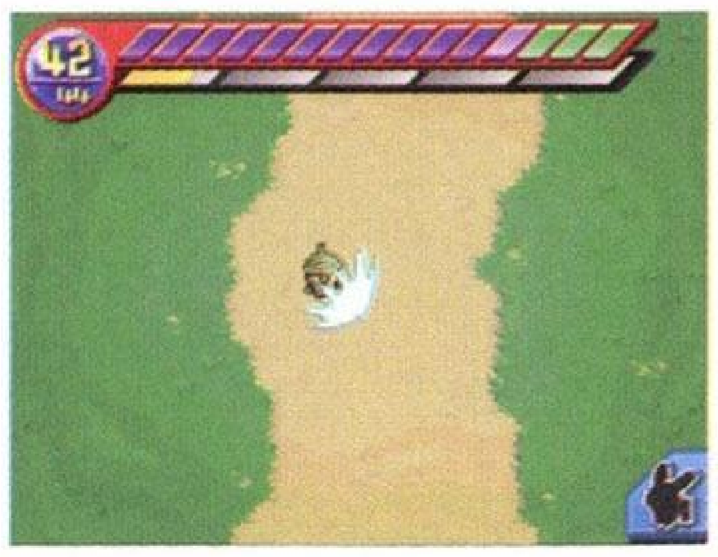
LOCATION:	Sekra Range
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	1
EXP. POINTS:	16
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Seedot is easy to catch. You can lure out its tackle attack by creating a distraction, but since it requires only one loop to catch, you shouldn't need any tricks to win.



R-181 Nuzleaf

GROUP: Dark

POKé ASSIST

Grass

FIELD MOVE

🌀 ☐ ☐

FIELD DATA

LOCATION:	Sekra Range
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Fighting, Bug
REQUIRED LOOPS:	3
EXP. POINTS:	46
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Nuzleaf unleashes whirlwind attacks fairly regularly, but there is enough time between its attacks to loop it three times for an easy capture.

R-182 Shiftry

GROUP: Dark

POKé ASSIST

Grass

FIELD MOVE

🌀 🌀 ☐

FIELD DATA

LOCATION:	Sekra Range
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Fighting, Bug
REQUIRED LOOPS:	4
EXP. POINTS:	116
ATTACK DAMAGE:	4
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Shiftry unleashes trios of whirlwinds that deal heavy damage if they connect with your Capture Line. Shiftry takes only four circles to catch, and you should have enough time to catch it between the whirlwinds. When you're facing multiple Shiftry at once, use a Poké Assist and loop the whole group for bonus points.

R-183 Vaporeon

GROUP: Water

POKé ASSIST

Water

FIELD MOVE

💧 💧 ☐

FIELD DATA

LOCATION:	Fiore Temple
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	15
EXP. POINTS:	75
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Immediately

CAPTURE CONDITIONS

Vaporeon will attempt to escape quickly, typically using its rainbow beam only twice before fleeing the field. To catch it without a Poké Assist, you'll have to loop it several times, wait out the attack in a corner of the screen, then quickly resume looping—it's much easier to just call on your partner for assistance.

R-184 Flareon

GROUP: Fire

POKé ASSIST

Fire

FIELD MOVE

🔥 🔥 ☐

FIELD DATA

LOCATION:	Fiore Temple
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Ground, Rock, Water
REQUIRED LOOPS:	13
EXP. POINTS:	75
ATTACK DAMAGE:	4
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Flareon fires its heavily damaging flame ray five or six times in a row, so keep your stylus poised and don't begin circling until Flareon abandons its attack stance. It will be difficult to loop Flareon 13 times between attacks, so you may want to use a Poké Assist.

R-185 Jolteon

GROUP: Electric

POKé ASSIST

Electric

FIELD MOVE

⚡ ⚡ ⚡

FIELD DATA

LOCATION:	Fiore Temple
BEHAVIOR:	Ignores hero

BATTLE DATA

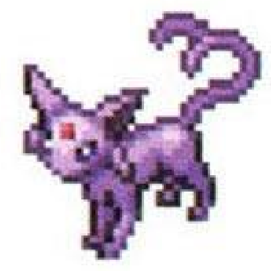
WEAKNESS:	Ground
REQUIRED LOOPS:	8
EXP. POINTS:	25
ATTACK DAMAGE:	2
ESCAPES BATTLE:	After a short time

CAPTURE CONDITIONS

Jolteon moves rapidly and attacks frequently. To capture it without using a Poké Assist, you'll have to circle it a few times after an attack, then move your Capture Disc away and scribble in a corner until Jolteon's next attack misses. After that you can resume the capture.

R-186 Espeon

GROUP: Psychic



POKé ASSIST

Psychic

FIELD MOVE

FIELD DATA

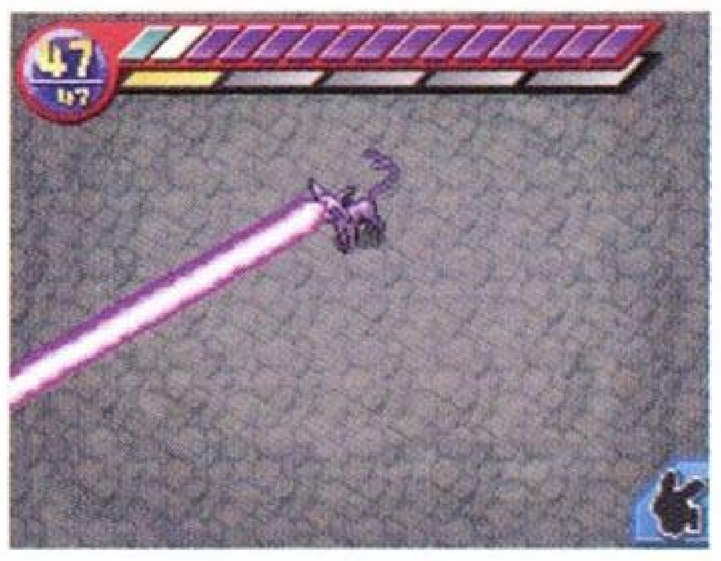
LOCATION:	Fiore Temple
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Bug, Ghost
REQUIRED LOOPS:	5
EXP. POINTS:	75
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

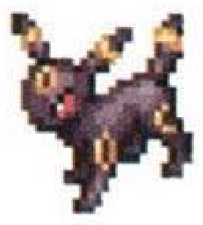
CAPTURE CONDITIONS

Like its siblings, Espeon moves around the screen while firing a ray beam at regular intervals. But with only five circles required to catch it, you can easily capture it between attacks.



R-187 Umbreon

GROUP: Dark



POKé ASSIST

Dark

FIELD MOVE

FIELD DATA

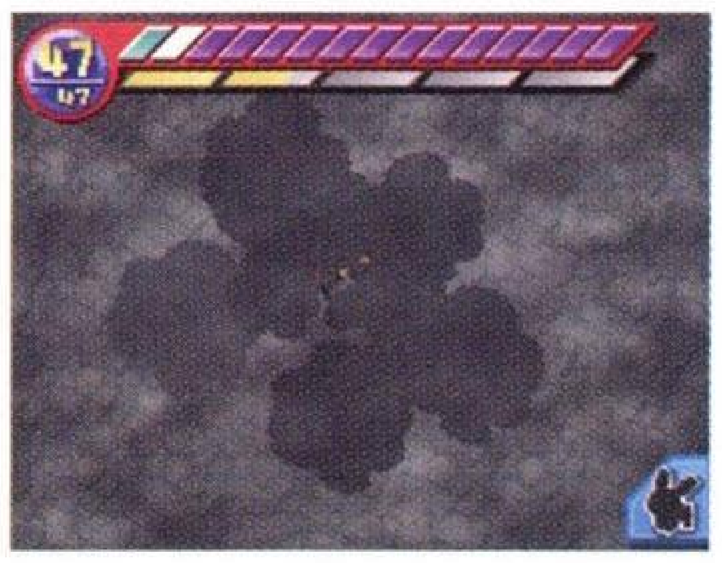
LOCATION:	Fiore Temple
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Fighting, Bug
REQUIRED LOOPS:	7
EXP. POINTS:	75
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

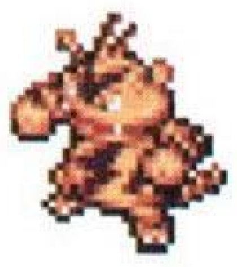
CAPTURE CONDITIONS

Umbreon emits smoke clouds that reduce visibility on the capture screen. The darkest smoke clouds that surround Umbreon will damage your Styler, so if the screen is too dark to make it out, don't try to capture Umbreon. If your eyes are sharp you should be able to pull off a safe capture as the smoke screen fades.



R-188 Electabuzz

GROUP: Electric



POKé ASSIST

Electric

FIELD MOVE

FIELD DATA

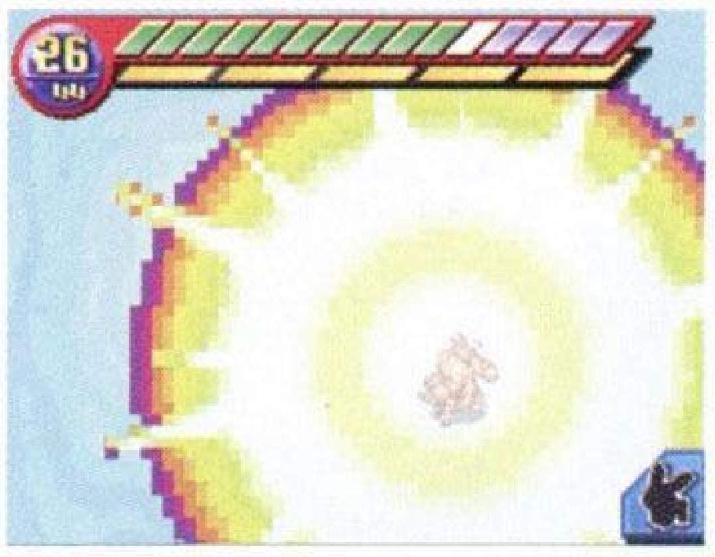
LOCATION:	Go-Rock Hideout
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESS:	Ground
REQUIRED LOOPS:	6
EXP. POINTS:	13
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

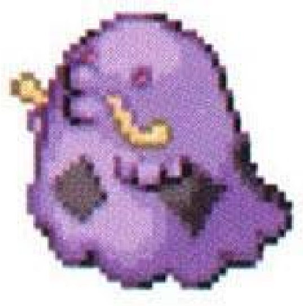
CAPTURE CONDITIONS

Tap Electabuzz with your stylus to provoke its screen-spanning energy burst, then circle it six times after the burst fades. You can use the captive Electabuzz to refill your Styler energy completely.



R-189 Swalot

GROUP: Poison



POKé ASSIST

Poison

FIELD MOVE

FIELD DATA

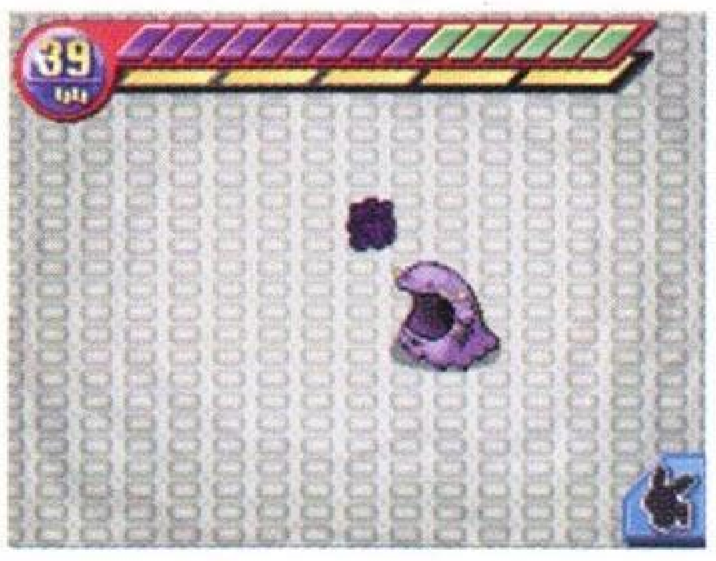
LOCATION:	Go-Rock Hideout
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Ground, Psychic
REQUIRED LOOPS:	11
EXP. POINTS:	68
ATTACK DAMAGE:	3 (projectile) / 1 (puddle)
ESCAPES BATTLE:	Never

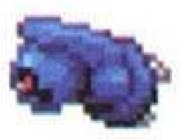
CAPTURE CONDITIONS

Swalot uses the typical Poison-group spit attack that pools on the capture field. By the time you encounter Swalot, you should have a long enough Capture Line to encircle both Swalot and its poison puddles, provided it stays near the center of the screen.



R-190 Beldum

GROUP: Steel



POKé ASSIST

Psychic

FIELD MOVE

FIELD DATA

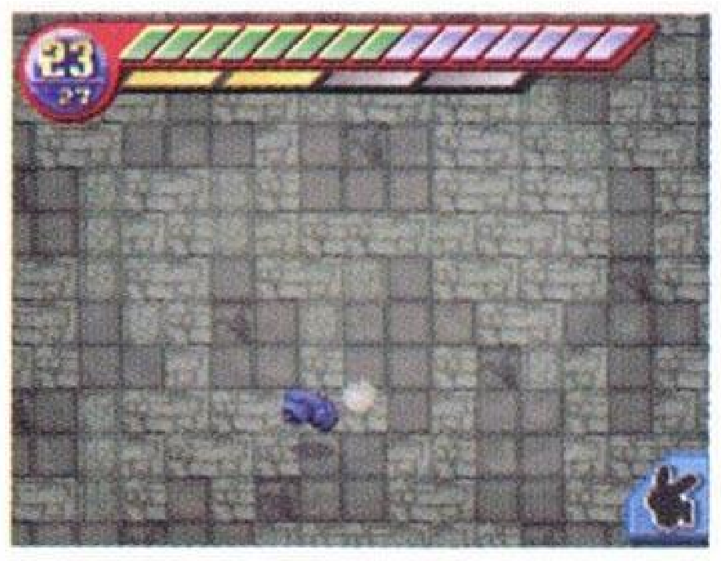
LOCATION:	Jungle Relic
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Fighting, Ground, Fire
REQUIRED LOOPS:	5
EXP. POINTS:	32
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

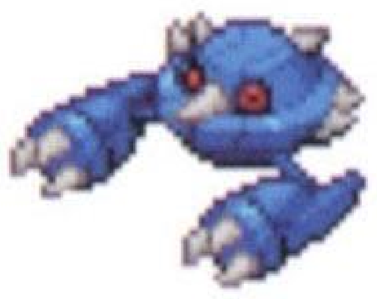
CAPTURE CONDITIONS

It takes some work to trick Beldum into charging a distant Capture Line, but it's worth the trouble. After a failed charge, Beldum can be captured safely and easily.



R-191 Metang

GROUP: Steel



POKé ASSIST

Psychic

FIELD MOVE

▨ ▨ ☐

FIELD DATA

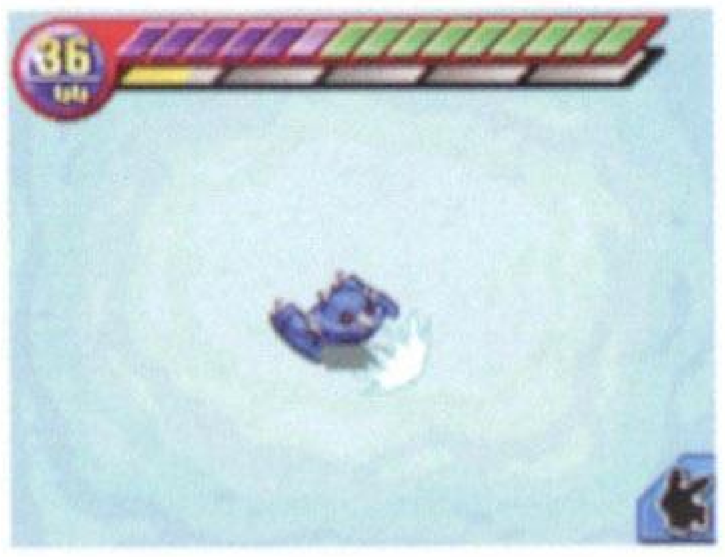
LOCATION:	Go-Rock Hideout
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Fighting, Fire
REQUIRED LOOPS:	8
EXP. POINTS:	62
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

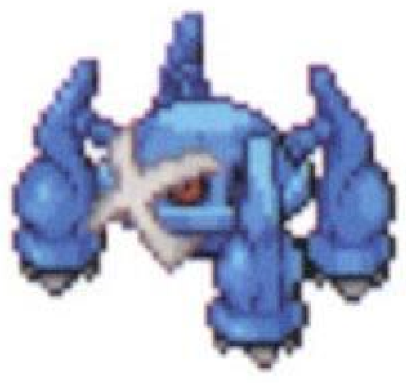
CAPTURE CONDITIONS

Tap Metang with your stylus to send it on a rapid charge attack, then begin looping it as it recovers from the miss. If you can match its movements, you'll have plenty of time to capture it before it attacks again.



R-192 Metagross

GROUP: Steel



POKé ASSIST

Psychic

FIELD MOVE

▨ ▨ ▨

FIELD DATA

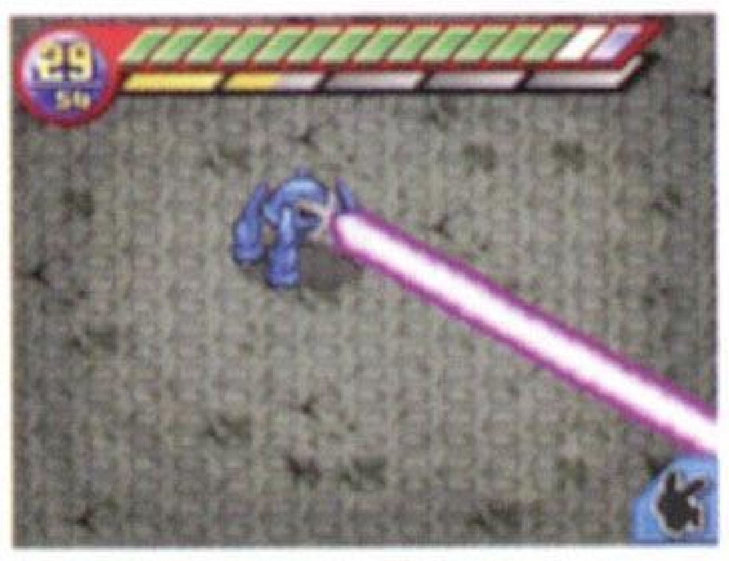
LOCATION:	Go-Rock Hideout (post-ending)
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Fighting, Ground, Fire
REQUIRED LOOPS:	30
EXP. POINTS:	326
ATTACK DAMAGE:	4
ESCAPES BATTLE:	Never

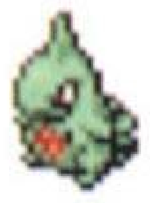
CAPTURE CONDITIONS

You have to circle Metagross a record 30 times, and you'll have nowhere near enough time between attacks to do it. Fortunately you get plenty of time between the exclamation point's appearance and Metagross's energy blast, so you can move your Capture Disc to a safe spot and then resume looping after the attack.



R-193 Larvitar

GROUP: Ground



POKé ASSIST

Rock

FIELD MOVE

▨ ☐ ☐

FIELD DATA

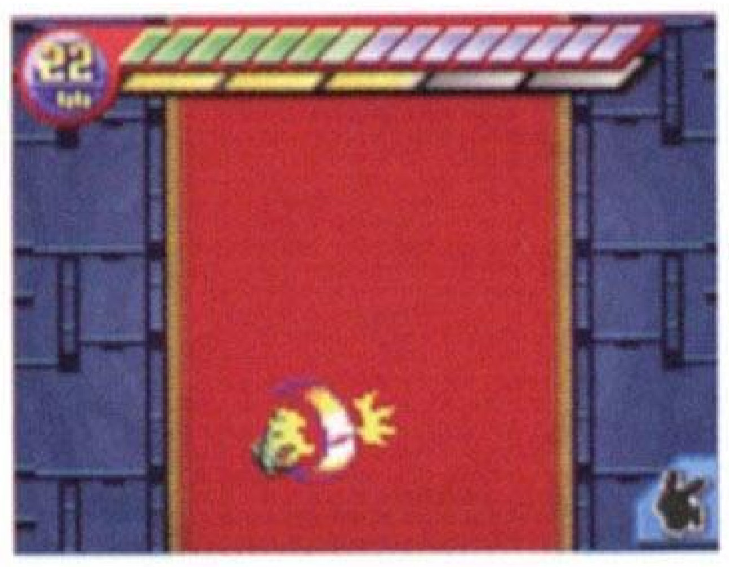
LOCATION:	Go-Rock Hideout
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Water, Grass, Ice
REQUIRED LOOPS:	3
EXP. POINTS:	25
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

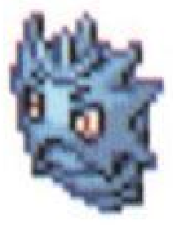
CAPTURE CONDITIONS

Larvitar is an easy capture when it's alone. Provoke its slash attack, then loop it three times. Don't get sloppy; even this unevolved Pokémon can deal three points of damage to your Styler.



R-194 Pupitar

GROUP: Ground



POKé ASSIST

Rock

FIELD MOVE

☐ ☐ ☐

FIELD DATA

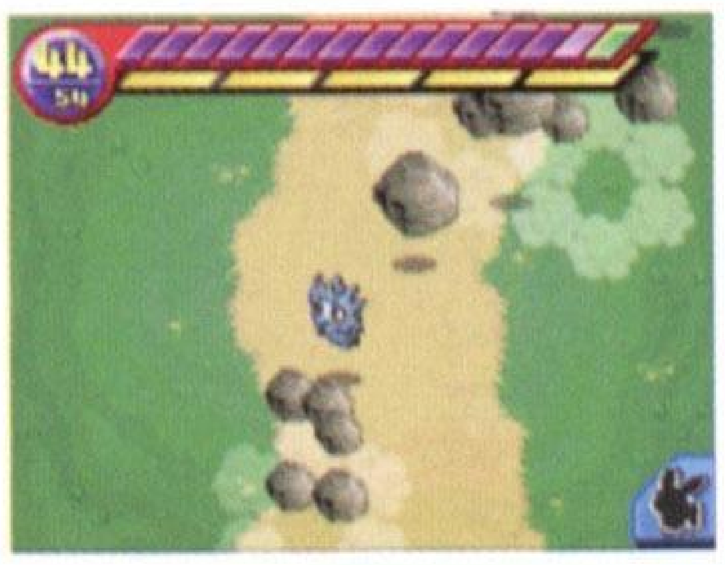
LOCATION:	Go-Rock Hideout
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Water
REQUIRED LOOPS:	13
EXP. POINTS:	45
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

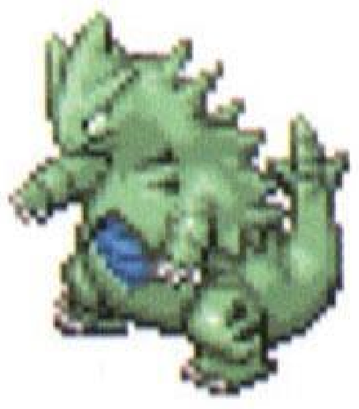
CAPTURE CONDITIONS

Use your Capture Line to trick Pupitar into tackling, then begin looping it after it misses. Lift your stylus if you see the exclamation point pop up above Pupitar's head; Pupitar may not look like it's attacking, but Styler-smashing boulders will soon fall from the sky.



R-195 Tyranitar

GROUP: Rock



POKé ASSIST

Dark

FIELD MOVE

▨ ▨ ▨

FIELD DATA

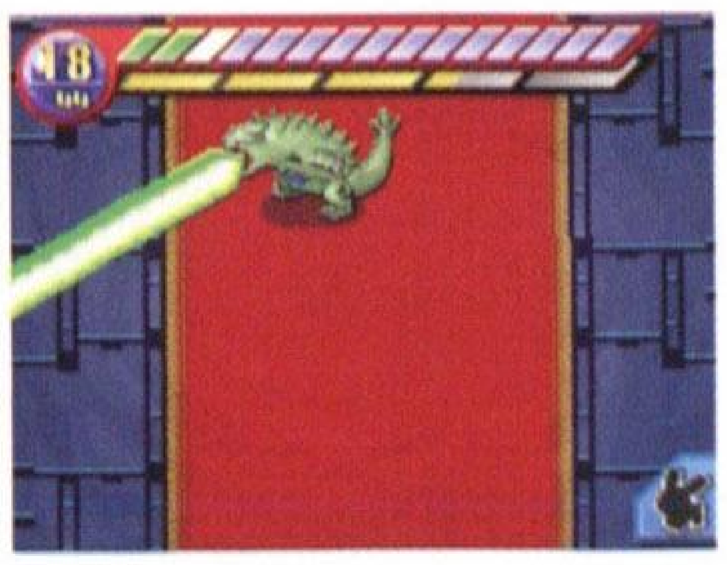
LOCATION:	Go-Rock Hideout
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Fighting, Ground, Water, Grass
REQUIRED LOOPS:	11
EXP. POINTS:	300
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

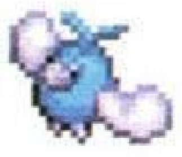
CAPTURE CONDITIONS

Scribble in a corner to lure out Tyranitar's beam attack, and begin your capture attempt when the beam stops. Lift your stylus if you accidentally touch Tyranitar, as the Pokémon will unleash a wide-ranging and powerful shockwave attack. Note that unlike the rest of its family, Tyranitar is vulnerable to the Discharge Poké Assist.



R-196 Swablu

GROUP: Flying



POKé ASSIST

Flying

FIELD MOVE

FIELD DATA

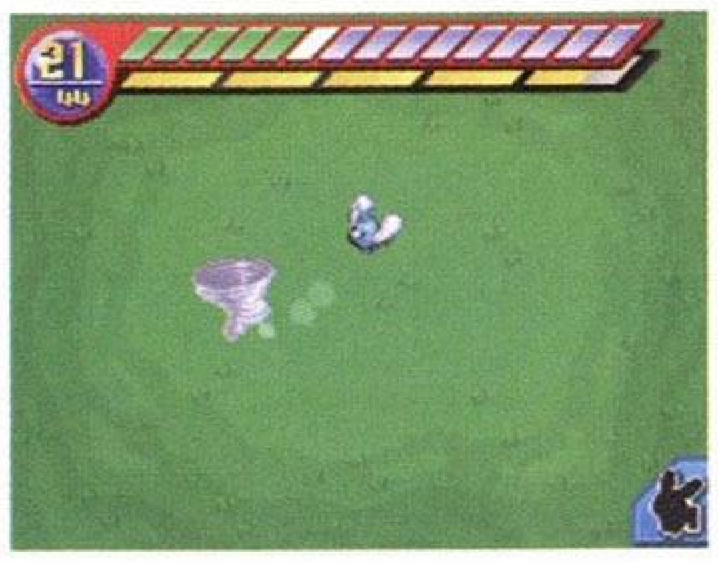
LOCATION:	Sekra Range
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Rock, Discharge
REQUIRED LOOPS:	5
EXP. POINTS:	40
ATTACK DAMAGE:	3
ESCAPES BATTLE:	After a short time

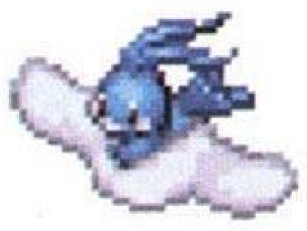
CAPTURE CONDITIONS

Swablu follows a pattern you should be familiar with—wait for it to launch a whirlwind, then loop it five times for the win. It can move rapidly after its attack, so prepare to follow in whichever direction it goes.



R-197 Altaria

GROUP: Dragon



POKé ASSIST

Flying

FIELD MOVE

FIELD DATA

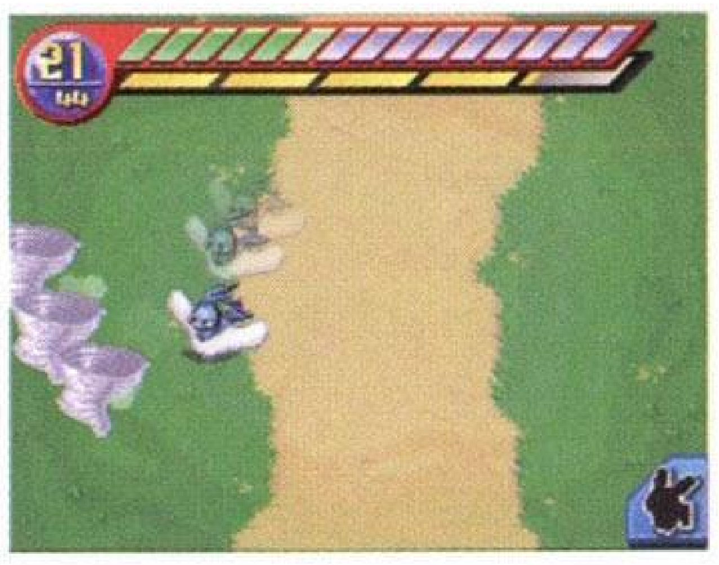
LOCATION:	Sekra Range
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	–
REQUIRED LOOPS:	10
EXP. POINTS:	280
ATTACK DAMAGE:	4
ESCAPES BATTLE:	After a short time

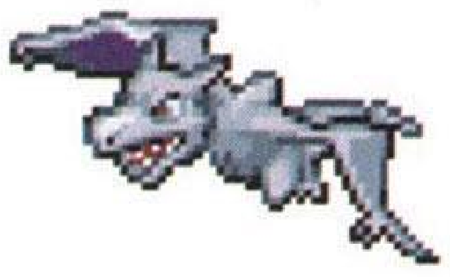
CAPTURE CONDITIONS

Altaria fires three whirlwinds, then holds off on attacking just long enough for you to circle it 10 times. It can also diminish your visibility by filling the screen with fog, but the fog won't damage your Styler the way that similar attacks from Poison-group Pokémon might.



R-198 Aerodactyl

GROUP: Rock



POKé ASSIST

Flying

FIELD MOVE

FIELD DATA

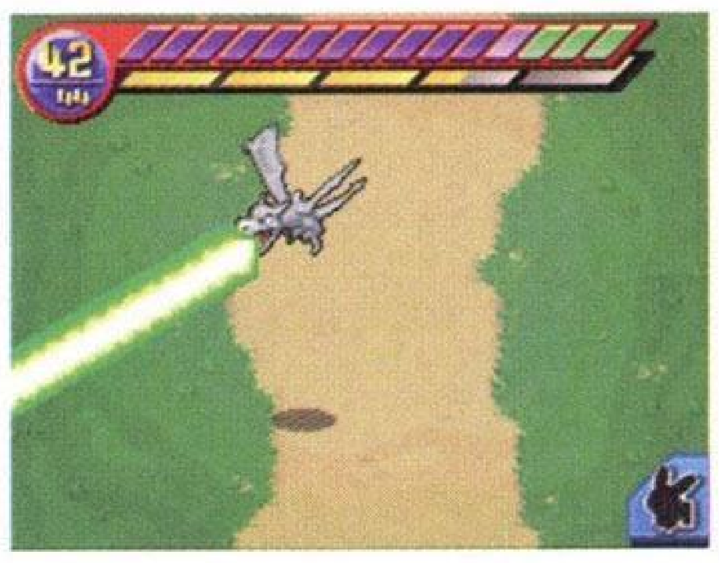
LOCATION:	Sekra Range
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Fighting, Water
REQUIRED LOOPS:	3
EXP. POINTS:	93
ATTACK DAMAGE:	2
ESCAPES BATTLE:	Never

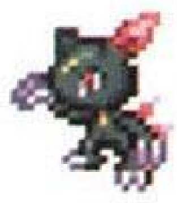
CAPTURE CONDITIONS

Wait for Aerodactyl to fire its screen-spanning beam attack, then begin looping it as soon as the attack fades. It takes only three loops to catch, so it shouldn't give you much trouble as long as it stays away from the edges of the screen.



R-199 Sneasel

GROUP: Dark



POKé ASSIST

Dark

FIELD MOVE

FIELD DATA

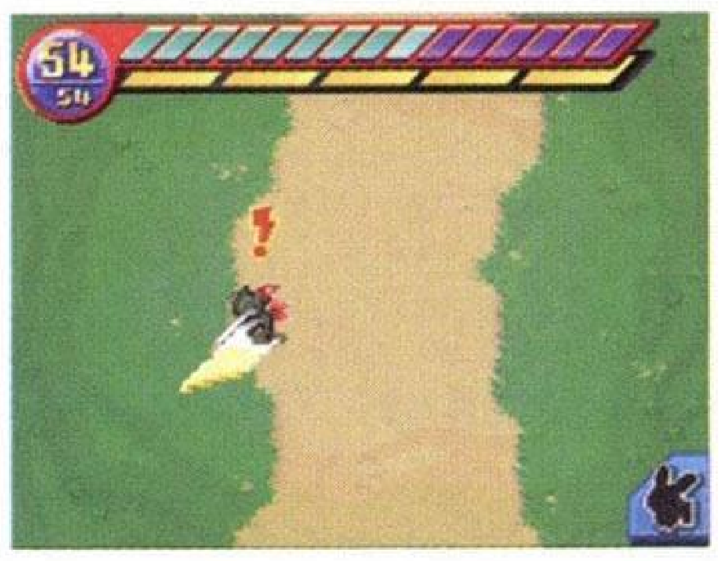
LOCATION:	Jungle Relic
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Fighting, Bug
REQUIRED LOOPS:	3
EXP. POINTS:	42
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

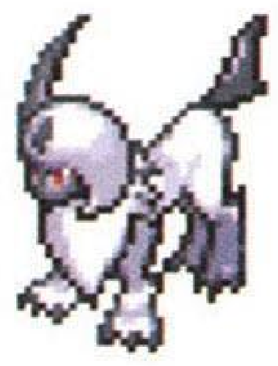
CAPTURE CONDITIONS

Sneasel moves fast and attacks Capture Lines aggressively. Match its movements as you circle it with wide loops, but do it quickly before it can run off the screen.



R-200 Absol

GROUP: Dark



POKé ASSIST

Dark

FIELD MOVE

FIELD DATA

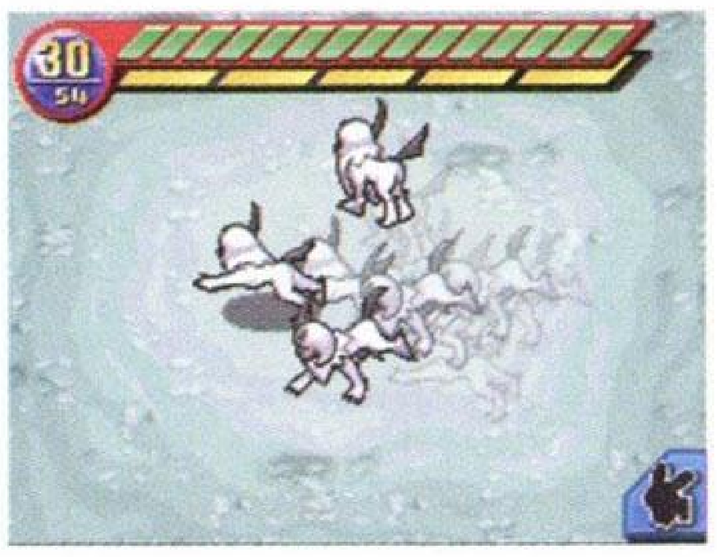
LOCATION:	Panula Cave (post-ending)
BEHAVIOR:	Chases hero

BATTLE DATA

WEAKNESSES:	Fighting, Bug
REQUIRED LOOPS:	5
EXP. POINTS:	106
ATTACK DAMAGE:	6
ESCAPES BATTLE:	Never

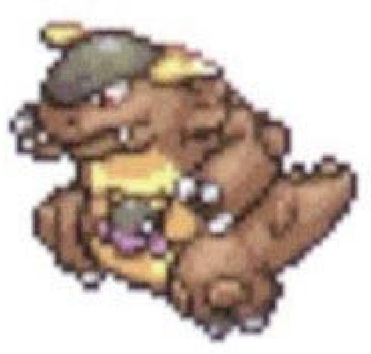
CAPTURE CONDITIONS

Absol resides in Panula Cave, but only if you enter through the Krokka Tunnel after beating the game. In battle, clear away Absol's copies before circling the real Absol. The copies can be dispelled by a single loop, but be very careful, as even copies can fire scythes that deal six points of damage to your Styler!



R-201 Kangaskhan

GROUP: Normal



POKé ASSIST

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FIELD MOVE

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FIELD DATA

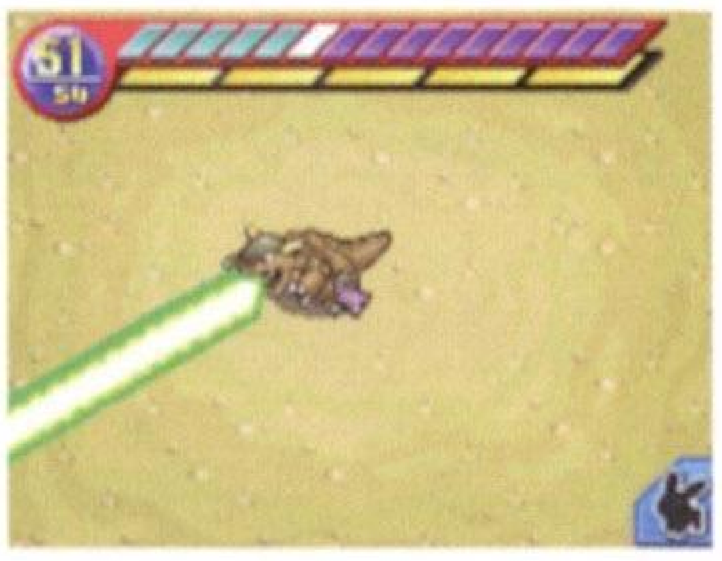
LOCATION:	Sekra Range
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESS:	Fighting
REQUIRED LOOPS:	5
EXP. POINTS:	100
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

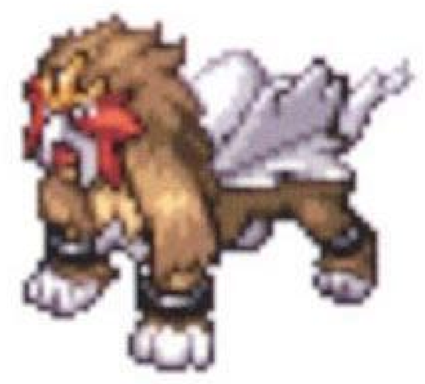
CAPTURE CONDITIONS

You'll find Kangaskhan in a cave just north of Wintown (you'll need a Pokémon with the triple-Crush Field Move to reach it). To catch Kangaskhan, tap the screen to provoke its green energy-beam attack, then quickly loop it five times before it can recharge.



R-202 Entei

GROUP: Fire



POKé ASSIST

Fire

FIELD MOVE

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FIELD DATA

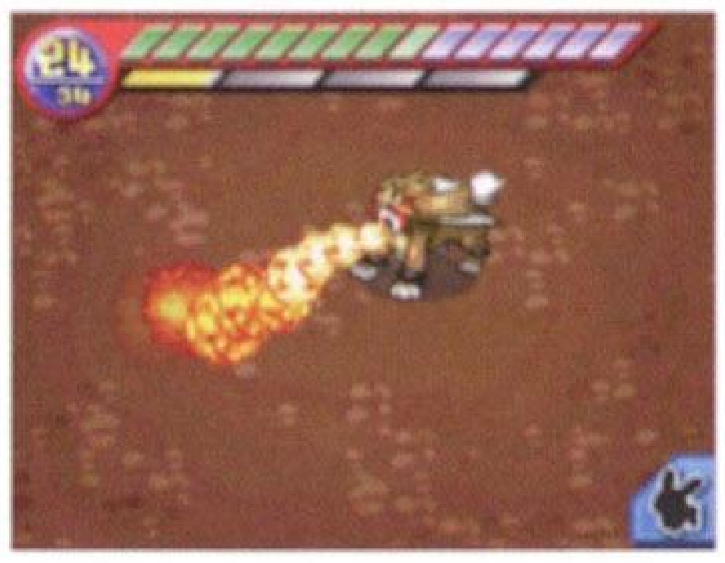
LOCATION:	Jungle Relic
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Ground, Rock, Water
REQUIRED LOOPS:	13 (battle 1) / 17 (battle 2)
EXP. POINTS:	380 (battle 1) / 580 (battle 2)
ATTACK DAMAGE:	4
ESCAPES BATTLE:	Never

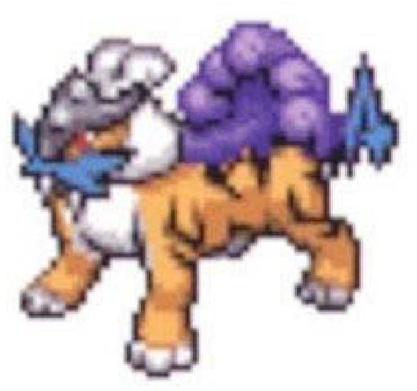
CAPTURE CONDITIONS

If you don't have access to a Water Poké Assist, you'll need to wait patiently until Entei is positioned near one edge of the screen and facing toward the center. Only then will you have enough space to loop both Entei and its powerful flamethrower breath. When battling Entei in Fiore Temple, see page 60 for tips.



R-203 Raikou

GROUP: Electric



POKé ASSIST

Electric

FIELD MOVE

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FIELD DATA

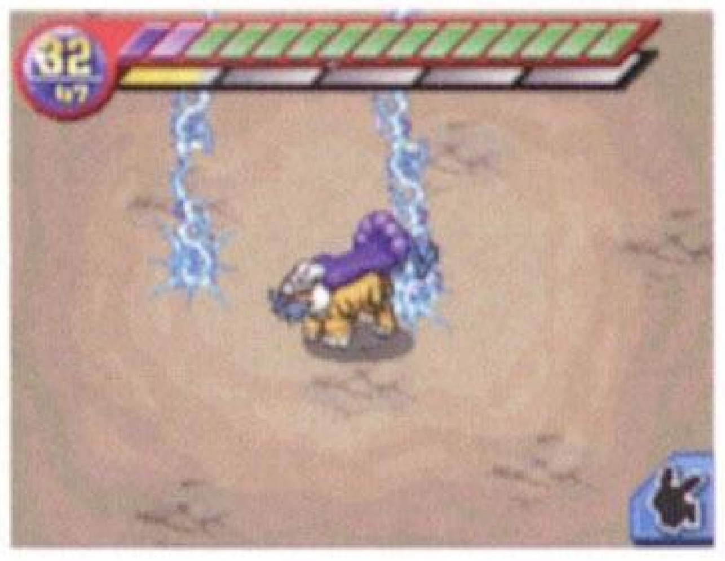
LOCATION:	Fiore Temple
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESS:	Ground
REQUIRED LOOPS:	11
EXP. POINTS:	500
ATTACK DAMAGE:	3
ESCAPES BATTLE:	Never

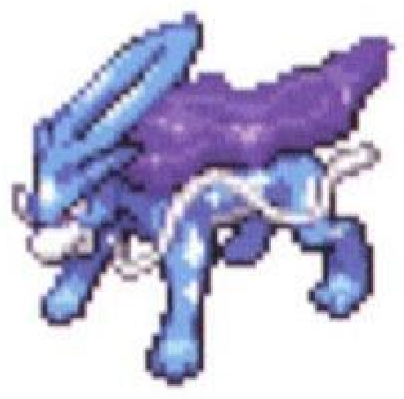
CAPTURE CONDITIONS

Raikou summons lightning bolts that remain on the screen, damaging your Styler heavily whenever you touch them. Try to catch Raikou away from the bolts, but if you try and fail, don't worry; Raikou will then change its pattern to a more standard projectile attack.



R-204 Suicune

GROUP: Water



POKé ASSIST

Water

FIELD MOVE

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FIELD DATA

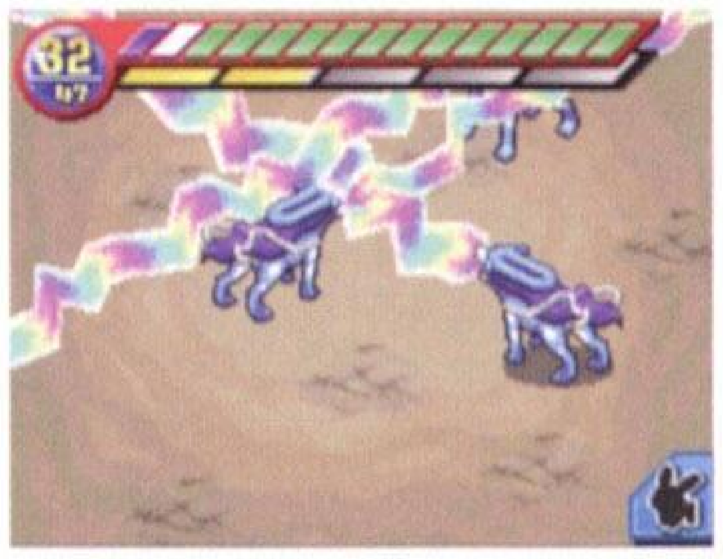
LOCATION:	Fiore Temple
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Grass, Discharge
REQUIRED LOOPS:	17
EXP. POINTS:	550
ATTACK DAMAGE:	5
ESCAPES BATTLE:	Never

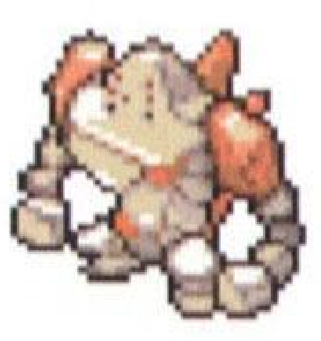
CAPTURE CONDITIONS

Suicune creates two duplicates of itself that wander the screen and interfere with your capture attempts. The real Suicune always has a shadow, but circling it 17 times without interference from the copies is a serious challenge. Focus on charging your partner Pokémon, and use its Poké Assist to help you win.



R-205 Regirock

GROUP: Rock



POKé ASSIST

Rock

FIELD MOVE

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FIELD DATA

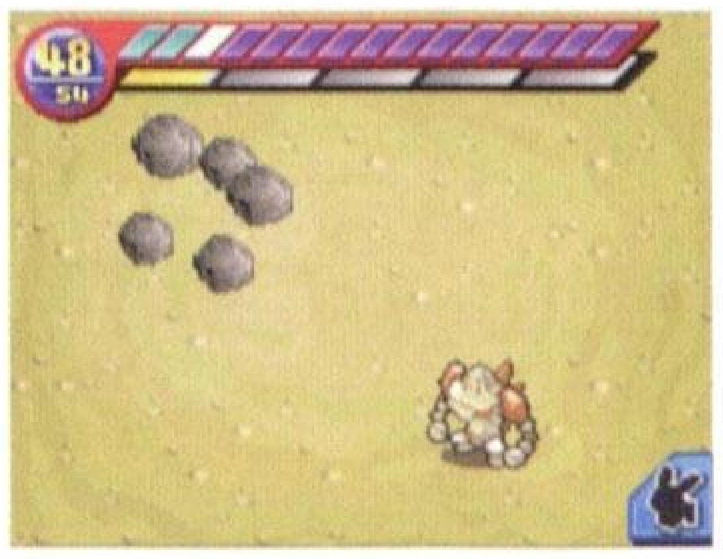
LOCATION:	Sekra Range (post-ending)
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Fighting, Ground, Water, Grass
REQUIRED LOOPS:	20
EXP. POINTS:	420
ATTACK DAMAGE:	4
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Regirock's attack causes rocks to fall from the sky. Circle Regirock constantly, but keep an eye out for the shadows of falling rocks and abort when a shadow appears near your Capture Line. Keep circling when Regirock smashes the ground—it won't damage your line. See page 63 for details on how to find Regirock.



R-206 Regice

GROUP: Ice

POKé ASSIST

Ice

FIELD MOVE

FIELD DATA

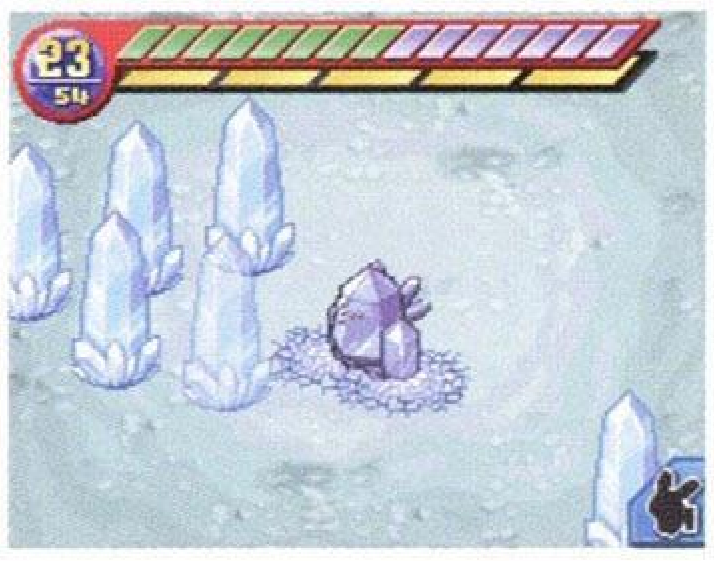
LOCATION:	Panula Cave (post-ending)
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Fighting, Rock, Fire
REQUIRED LOOPS:	13
EXP. POINTS:	420
ATTACK DAMAGE:	4
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Regice's attack fills one half of the screen with Styler-damaging ice spires. You can safely loop it while it's on the other side, but don't expect it to stay there for long, and be ready to lift your styler if the spires change sides. See page 63 for more details on how to find Regice.



R-207 Registeel

GROUP: Steel

POKé ASSIST

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FIELD MOVE

FIELD DATA

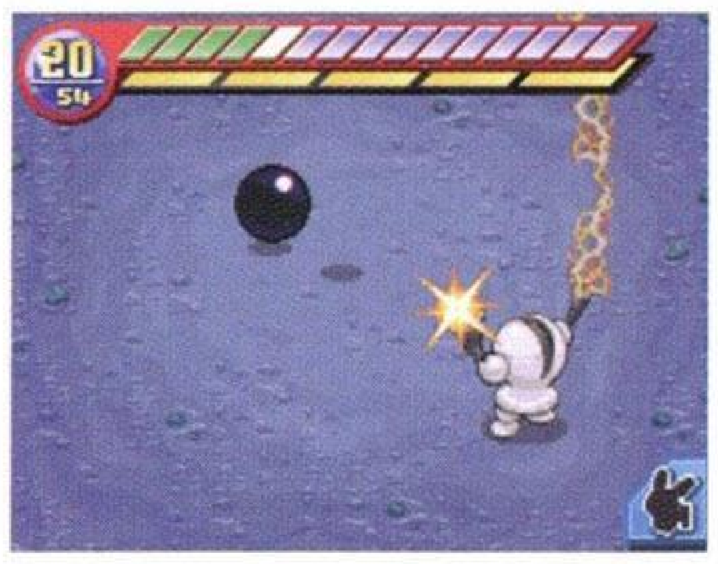
LOCATION:	Krokka Tunnel (post-ending)
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Fighting, Ground, Fire
REQUIRED LOOPS:	20
EXP. POINTS:	420
ATTACK DAMAGE:	4
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Registeel's attack summons iron balls that fall from the sky and roll around the battlefield. To loop Registeel 20 times, you'll have to begin circling while the iron balls are on the field and work around them. Watch for their shadows, which appear before they do. See page 62 for more details on how to find Registeel.



R-208 Kyogre

GROUP: Water

POKé ASSIST

Water

FIELD MOVE

FIELD DATA

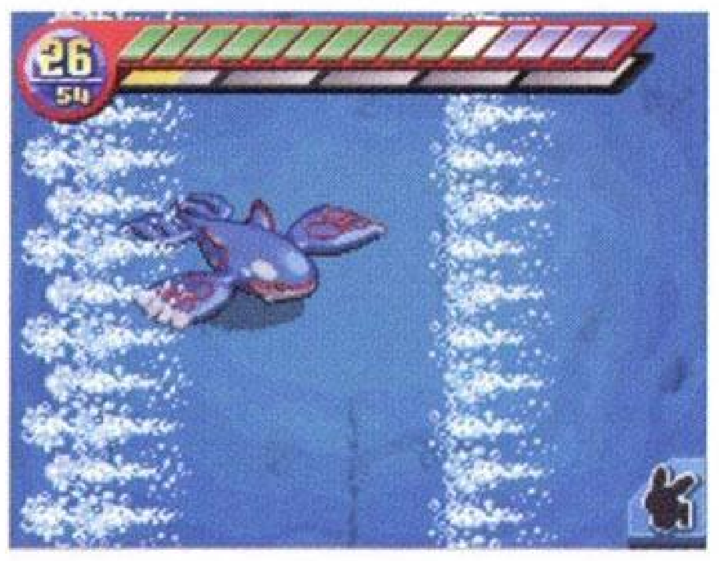
LOCATION:	Safra Sea (special mission)
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESS:	Discharge
REQUIRED LOOPS:	11
EXP. POINTS:	600
ATTACK DAMAGE:	5
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Wait for a lull between the heavily damaging waves, then circle Kyogre 11 times with wide loops. Unfortunately, Kyogre often flies offscreen during these periods, so you may have to wait a while. Instead consider using your partner's Poké Assist to stun Kyogre when it's in the center of the screen.



R-209 Groudon

GROUP: Ground

POKé ASSIST

Ground

FIELD MOVE

FIELD DATA

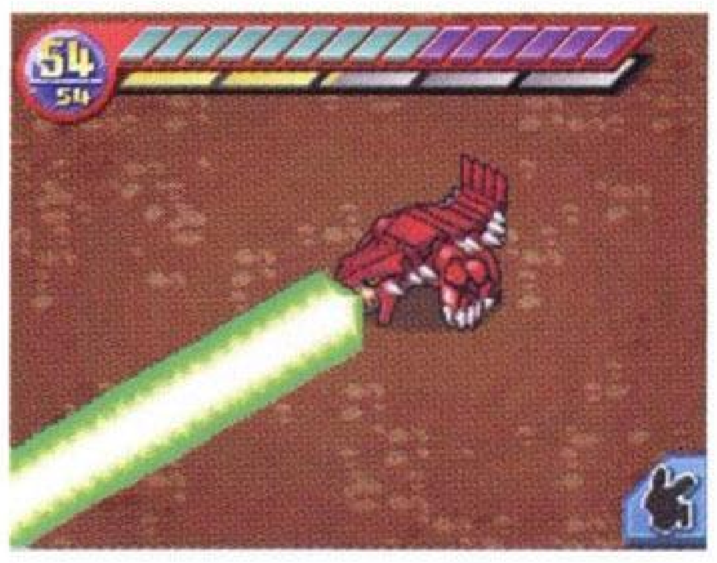
LOCATION:	Jungle Relic (special mission)
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Water, Grass, Ice
REQUIRED LOOPS:	17
EXP. POINTS:	600
ATTACK DAMAGE:	5
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

Tap Groudon to trigger its energy-wave attack, then wait until after it fires a series of energy beams and resumes moving. That's your chance to begin circling, although Groudon won't always give you enough time to loop it 17 times. To avoid a painful hit, lift your stylus the instant an exclamation point appears.



R-210 Rayquaza

GROUP: Dragon

POKé ASSIST

Flying

FIELD MOVE

FIELD DATA

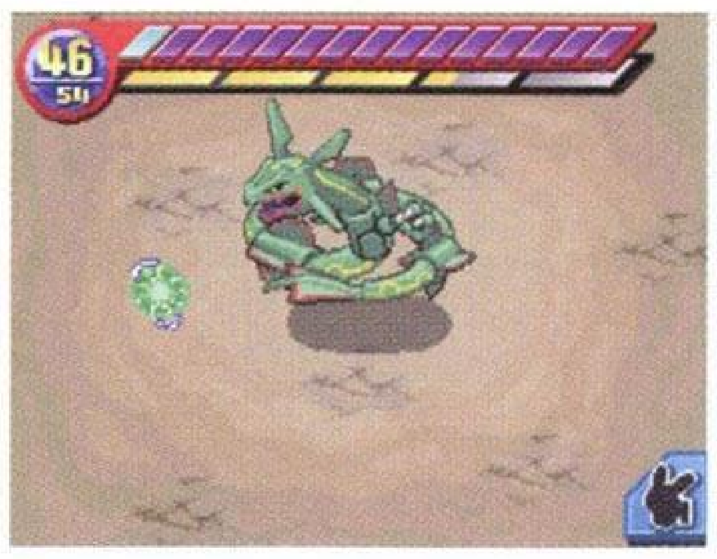
LOCATION:	Fiore Temple (special mission)
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESS:	Ice
REQUIRED LOOPS:	13
EXP. POINTS:	600
ATTACK DAMAGE:	1 (whirlwind) / 5 (energy)
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

It isn't possible to capture Rayquaza between series of attacks—you'll have to capture it *while* it's attacking. Wait until it is in a corner of the screen and moving toward the center. Circle around its back, wait for it to fire an energy ball, then complete the loop. Repeat this 12 times, circling once after each energy ball.



R-211 Deoxys

GROUP: Psychic

POKé ASSIST

Psychic

FIELD MOVE

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FIELD DATA

LOCATION:	Krokka Tunnel (Ranger Net mission)
BEHAVIOR:	Ignores hero

BATTLE DATA

WEAKNESSES:	Bug, Ghost
REQUIRED LOOPS:	9
EXP. POINTS:	?
ATTACK DAMAGE:	?
ESCAPES BATTLE:	Never

CAPTURE CONDITIONS

You can capture Deoxys only while it's in its Normal Forme. To reveal that forme, you must first defeat any of the other formes, which Deoxys will cycle between at regular intervals. Normal-Forme Deoxys will enter the battle with a large purple explosion; that's your cue to stun it with a Poké Assist.

R-212 Celebi

GROUP: Grass

POKé ASSIST

Grass

FIELD MOVE

☐ ☐ ☐

FIELD DATA

LOCATION:	Lyra Forest (Ranger Net mission)
BEHAVIOR:	Runs away

BATTLE DATA

WEAKNESSES:	Poison, Flying, Bug, Fire, Ice
REQUIRED LOOPS:	3
EXP. POINTS:	?
ATTACK DAMAGE:	?
ESCAPES BATTLE:	Immediately

CAPTURE CONDITIONS

Celebi takes only three loops to catch, but it flees quickly and will fill the battlefield with thorny vines to throw off your capture attempts. Try to catch it immediately at the beginning of the battle, or trap it briefly with a Water or Discharge Poké Assist.

R-213 Mew

GROUP: Psychic

POKé ASSIST

Psychic

FIELD MOVE

☐ ☐ ☐

FIELD DATA

LOCATION:	Olive Jungle (Ranger Net mission)
BEHAVIOR:	Runs away

BATTLE DATA

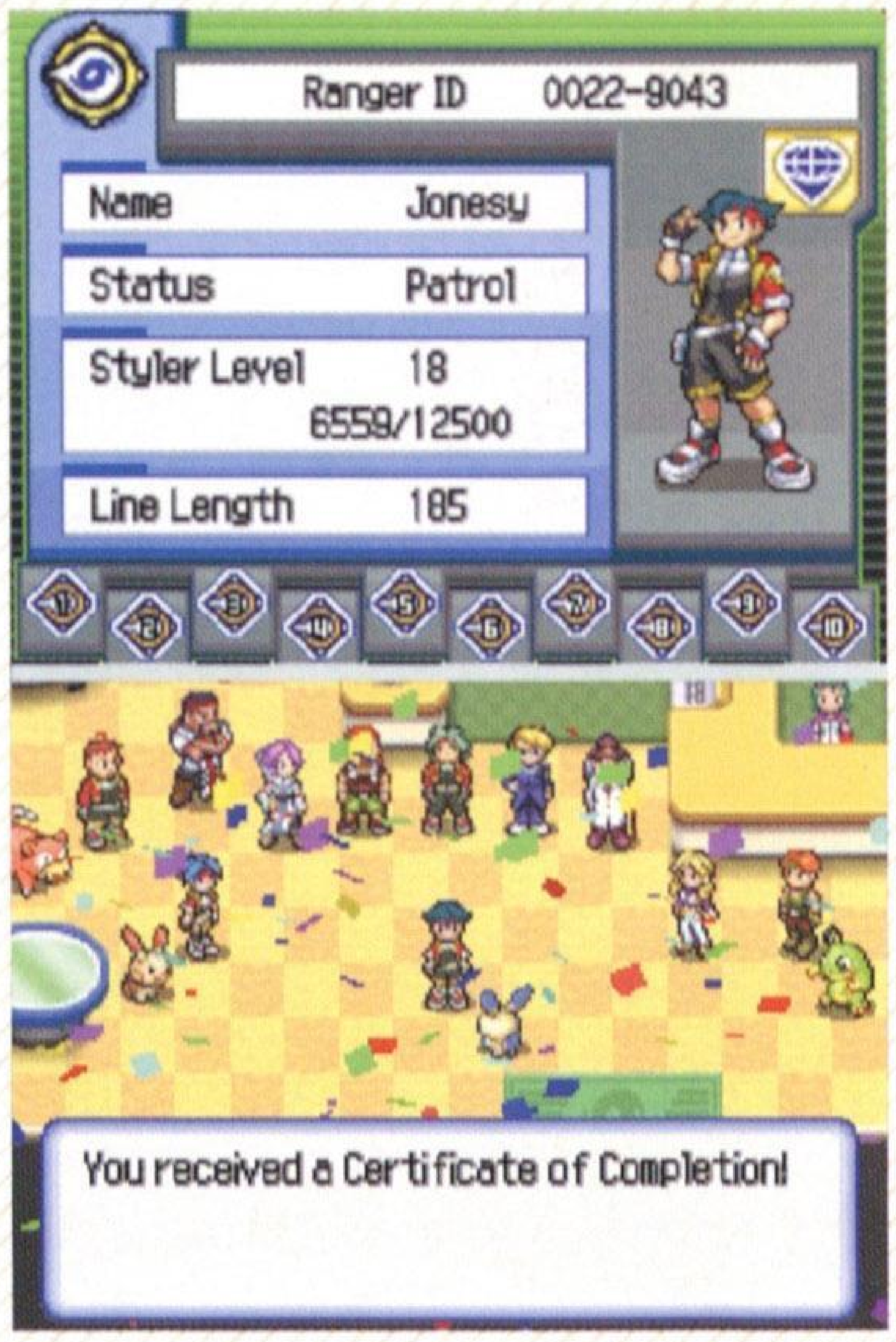
WEAKNESS:	Ghost
REQUIRED LOOPS:	17
EXP. POINTS:	?
ATTACK DAMAGE:	?
ESCAPES BATTLE:	Immediately

CAPTURE CONDITIONS

Mew won't damage your Styler, but its defensive techniques are extremely effective. It fades in and out to get away from your Capture Line and floats offscreen, where you can't follow. Unless you get very lucky, you'll need to catch a Shedinja and use its Ghost Poké Assist to win.

Pokémon Browser Completed

Earning Browser entries for all 213 Pokémon is a challenge that will separate the master Rangers from the rest of the pack. After beating the game you'll need to search for the many new Pokémon that have settled in each of the game's regions, master the Marine and Grassland Capture Challenges, and complete the six post-ending special missions. When you've earned full Browser entries for the other 212 Pokémon, your final task will be to update the unfinished entry on Snorlax. Visit Snorlax at its Sekra Range cave, where you'll find it awake and ready for battle at last. If you can capture it, you'll be summoned back to the Ringtown Ranger Base, where all of Fiore's Rangers will gather to celebrate your accomplishment. Your final reward is a Certificate of Completion and a gold medal that appears on your Ranger profile.



Ranger ID 0022-9043

Name Jonesy

Status Patrol

Styler Level 18 6559/12500

Line Length 185

You received a Certificate of Completion!

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